PRIMAL

THE AWAKENING

CAMPAIGN BOOK

I have been observing them for years.
They are more than mere predators.
They do not kill to eat, nor to protect their territory.
When unleashed, theirs is a hunger that is difficult to comprehend,
impossible to appease.

From the Diaries of Nemon, Prime Seeker.

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MAP OF THYREA

DRAGON'S RIDGE MOUNTAINS
ENDLESS SWAMP
WOLTYAR
NIZ-MARAGA
RIVERLANDS

1

CAMPAIGN CHAPTERS

CHAPTER 1 (PART 1)

The airship plows the sky as it takes you back to Alborea, humanity's stronghold on Thyrea. Below you, the natural world is still reeling from the thunderous rumbling of Woltyar. Animals flee to take refuge in their burrows and dens, and the trees are bent double with the ferocious breath of the wind. Far away, on the horizon, you see the ocean. Following the drought on the Outer Islands, your ancestors sailed those waters for years before landing on the great central continent of Thyrea. This is the only green and verdant land that still welcomes life. You have always wondered what its secret was.

The airship lands at the port just outside the city walls. Still covered in ash, you disembark from the deck with the precious cargo on your shoulders. Hunched under its weight, you make your way across the garrison courtyard overlooked by the Hunters' quarters. When you drop the Vyraxen carcass with a thud, some seekers, laden with parchment scrolls, widen their eyes in astonishment, and a group of hunters, training not far away, stop what they are doing to look in your direction.

"Do any of you know what kind of monster that is?" the new recruits ask each other in a whisper.

The city blacksmith emerges from his smoking tower and looks curiously at the scene from the door of the forge. A few

seekers run toward you, followed closely by the tall figure of the Commander, Reja. Austere in her black robes, with a single glance, the Commander disperses the crowd that has gathered around your trophy.

"No trace of the expedition, Commander," Thoreg hastens to explain, "...the monster caught our scent and attacked us immediately after the eruption."

Reja nods, then bends down and rests her hand on the Vyraxen's face, staring at it with a gloomy expression. You realize that your squad was not the only expedition that has been attacked recently.

"Summon the Keeper. His presence is requested at the Council meeting tonight," she orders a cadet. Then she turns toward you. "The Council will meet later today, at sunset. You have earned the right to attend."

You see her gather herself, pensively, and then she looks up at the plumes of smoke billowing out of the top of the forge.

"But first, come with me. There's something I want to show you."

◆≫ **Add Vyraxen to your trophies by marking it on your campaign sheet.**

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CHAPTER 1 (PART 2)

The first Alboreans who ventured on missions were seekers tasked with mapping and exploring the new lands on the island. They were familiar with the natural world; they understood the cycle of the seasons as well as the behavior of animals, but none of them were prepared for what awaited them. The monsters on the island massacred those first expeditions. Very few survived. But mankind does not give up so easily.

Thus, the order of the Hunters was established. These were men and women who trained to face those fearsome creatures and to help the teams of seekers extend the boundaries of research into the wildest areas.

Since then, the fire of the forge in Alborea has never stopped burning.

The Commander makes her way through the garrison courtyard to the entrance to the large forge. All you can see from the outside is the high chimney and its turrets, spewing out steam and sputtering glowing sparks.

Upon entering, you are immediately funneled underground to reach the furnace carved into the living rock at the time of the foundation of Alborea. The acrid smell of hot iron welcomes you into the large workshop. The yawning mouth of fire, which is perpetually alight, illuminates the blacksmith and his apprentices, who are all bent over the benches in the process of welding, bending, and sharpening weapons.

The Commander looks over a workbench covered in leather strips and iron ingots.

"A beautiful trophy, Commander," says Rarog, the blacksmith,

as he hammers on a large anvil placed in the center of the room, as if it were an altar used to conduct sacred rituals.

"That's precisely why I'm here. We need armor and claws, exactly like a monster's..." the Commander replies.

Rarog stops shaping the shield he is working on and gives her a pensive look.

"Reinforce our own weapons with the skin of those creatures. Just like the first hunters had thought about doing?" he says in a low voice.

"The beasts' armor will make our weapons very heavy... Will the hunters be able to handle them?" he exclaims, then wipes his hands on a dirty green rag.

"They will find the strength," she replies without hesitation.

The blacksmith forces his mouth into a sneering grin and begins polishing a blade.

"When you lot at Central Command have finished discussing things, bring it here to me. You'll be able to fight the next one you encounter on equal terms."

- **Set the Forge level to 1 on your campaign sheet.**
- **Unlock the Fire Forge card.**
- **Each player gains the following crafting resources:**
  Elements: 2x | Materials: 1x 1x 2x

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CHAPTER 1 (PART 3)

You exit the forge to the hissing whistle of hot weapons being tempered as they are plunged into cold water and return to the main square. Reja bids you a hasty farewell and sets off at a determined pace toward the garrison.

While waiting for the sun to set, you pick up the saddlebag full of herbs to feel its weight. There is still enough time to visit Thessa.

You cross the square and continue along the main streets of Alborea until you reach the hanging gardens in the eastern district of the city. You are surprised to be hit by a cloud of perfume coming from the aromatic herbs just before it comes into view: the Green Palace, home of the herbalists.

The building has been constructed over several floors where all kinds of medicinal plants are grown, irrigated by the waterfall that flows alongside the building.

You find Thessa busy analyzing plants and colored powders.

"It's nice to see you again!" she exclaims as soon as she sees you. "You remembered our little botanical hunting expedition, then?"

You promptly take the booty recovered for her in the Crimson Forest out of the bag.

"A mature rhizome!" exclaims Thessa with satisfaction, turning the root over in her hands.

Then you see her taking some seeds and planting them in little earthenware pots filled with fertile soil.

"The Commander has asked me to help the Hunters' Corps. So, we set up a laboratory to distill potions and mixtures for hunting," she tells you as she leads you through the great hall wrapped in vines and covered with shelves full of books and glass vials.

On Thyrea, mankind continues to discover new plants and flowers with surprising properties. The botanical knowledge handed down by your ancestors is still useful today to help you understand the secrets of nature and to allow you to access its power, even if only a small part.

"I hope the Alemores have been helpful," she continues. "Recently, we have been studying new mixtures. Here is a list of herbs that could be useful to me!"

- **Set the Herbalist level to 1 on your campaign sheet.**
- **Unlock the Herbalist card.**
- **Each player gains the following plants:**

  1x **1x** **1x** **2x**

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CHAPTER 1 (PART 4)

It is now sunset. After learning to recognize new plants and flowers that can be used to make potions, you thank Thessa and rush to arrive in time for the Council meeting.

The large tent that has been erected in the courtyard is lined with tapestries featuring embroidered depictions of the heroic deeds of the bravest hunters. Waiting for you, you find the captains of the veteran squads sitting in a circle, with their eyes fixed on Reja, who has been chosen as their leader. You take your seats, a few moments before the Commander takes the floor.

"Recent events call for closer cooperation between us all," Reja begins. "Tragic news is getting increasingly frequent from every outpost on the island," she continues. "Settlements under attack, groups of people missing, monsters pushing beyond the limits of their territories... and lastly, today, the awakening of Woltyar, and a Vyraxen attack."

The Commander gives you the floor, and you explain in detail what happened during the mission. Concern rises among those present and their questions get more pressing. What happened to the Prime Seeker's expedition to the slopes of Woltyar? How is the volcano connected to the monsters' attacks? Reja knits her brows and decisively restores order and confidence.

"Nael is the best seeker we have, perhaps the best Alborea has ever had. We have done everything we could... I know him. I'm sure he's alive and he'll return to us soon."

The hunters look at each other; after a moment's pause, the Commander resumes:

"Our mettle is being tested. We need a guide in this time of chaos," she exclaims.

At that very moment, the tapestry behind her seat is pulled aside, and a tall man emerges, with severe features and a long, golden-green robe. He is known as the Keeper. There are rumors of him drinking monster blood and that he can see things the human eye cannot.

"Noatar has guided us to all the recent discoveries. His gift can no longer be ignored," she concludes as the man steps forward under the gaze of the veteran captains.

"Nature on Thyrea is different from that of the Outer Islands," the Keeper opens his speech by saying in a calm and stoic voice. "Thyrea is alive... and she seems to have a powerful connection with her creatures. In the blood of the monsters, there is a trace of a power that, like the threads in the tapestry behind me, weaves its way through the lives, events, and most ancient places on the island. Through their blood, I can access this tapestry of life and retrace the threads that lead me to relive the memories of the living beings, places, and events of the past."

Reja takes the floor again.

"From dawn tomorrow, the Keeper will become a member of this Council. The blood of these monsters is now a precious resource for us. I want all combat-ready squads to go out on missions: there will be new quests posted every day on the large quest board in the yard.

"The behavior of these monsters is getting increasingly unpredictable. Forget what you know about them because, out there, nothing is like we remember it anymore."

- **Unlock Quest 1 and Quest 2.**
- **Each player upgrades their card pool.**
- **Feather Expansion: Unlock Quest 36.**

CHAPTER 2

Commander Reja strides across the courtyard overlooked by the Hunters' quarters. She can't sleep. There are too many images and too many voices crowding her dreams. In the darkness and silence of the hour before dawn, she can focus her undivided attention on training. She tightens the straps on her artificial forearm at the elbow. It is a device made of golden Arkeum, forged by the blacksmith to allow her to continue using her spear.

She picks up the weapon and starts repeating the positions: lunge, dodge, thrust, parry... You and some of the other hunters join her, waiting for her dawn speech. Someone offers to train with her, and they start fighting. Reja does not go easy on him. When her opponent surrenders, Reja notices the sky on the horizon is showing the first pale glimmers of sunlight. The time has come. You all sit down, ready to listen to her.

"Something has changed out there. All the teams that have returned have reported some weird behavior from the monsters. They are hunting far outside their usual territory and they have been seen attacking and killing each other, not out of hunger, but to assert dominance," says the Commander, walking among you. "Exploring the wilderness has become much more dangerous. They sniff us out as if they were searching for something..."

In a moment of silence, you wonder who are the hunters and who is the prey.

"Years ago, our teachers, Alborea's first hunters, studied these creatures. They watched how they fought in order to emulate their movements. They realized that their thick skin was an impenetrable shield and their claws were merciless weapons."

Reja pauses to look at the new weapons and armor on the rack and then continues.

"Today, I'm asking you all to don that leather and take up those claws. Your appearance, your actions – out there you'll be beasts, and just as brutal as they are. You will be crushed by the weight of your armor, but you will do it to protect what makes you human."

Reja pauses and walks past you.

"Remember that a monster has the strength to survive alone on Thyrea. We do not. We need each other. And that is how we shall survive."

The end of her speech is met with a loud cry of agreement and the Commander salutes you and sets off toward the living quarters.

As everyone disperses to start training, amidst the comments from your companions, you can hear the exuberant young recruits speaking aloud.

"But that... hand? What happened to her?" one of them asks.

"They say it happened years ago. She was the young leader of her own hunting squad. One member of her group ended up with the gaping jaws of a monster bearing down on him, but she threw herself in harm's way to protect him. She forced her spear between that creature's teeth with such strength that it went straight through its skull. But the monster's teeth sank deep into her arm and the wound wouldn't heal, so they had to amputate," another replies, checking the balance of an axe in her hand.

"When she recovered, she started going on missions again. She changed squads a lot, inspiring the hunters there to become leaders. There is something about her that inspires you to be better... After a while, she became the Commander of the Council," she says as she secures a scale-covered shield to her arm.

You leave behind your companions, who are busy with training, and go to the quest board where the new quests have already been posted. Inspired by the Commander, you want to test your mettle as soon as possible.

- **Unlock Quest 3.**
- **Venom Expansion: Unlock Quest 41.**
- **Ice Expansion: Unlock Quest 46.**

CHAPTER 3

"Did you bring the plants? Hurry, this way!" Thessa urges you as she runs along the corridors toward the Keeper's quarters.

Worriedly, she enters his rooms. The Keeper is stretched out on the warm wooden floor, still as a statue, his eyes wide open and rolled back in his head.

"Something's wrong. He's stuck in the vision; he can't come back..." Thessa stammers as she grabs the Tarmaret root you brought her and mixes it into her brew.

She holds the Keeper's torso up and places the cup to his lips. Rivulets of the yellow concoction dribble onto the man's clothes, who unconsciously manages to swallow a few sips.

"Hopefully this will help," Thessa explains to you, in an effort to convince both you and herself that this will work.

You hold your breath until the Keeper jolts back to consciousness and starts talking excitedly.

"There was a woman whose body was made of crystal... I have to write it down before the memory slips away," he says, panting for breath.

He grabs a large sheet of cotton paper and starts drawing and writing. He draws a woman holding a scepter topped with a gem, then all around her body, like a frame, he anxiously writes:

"The Awakening of the Beast will once again devastate life on Thyrea. Power will flow from the broken lands, and mankind will follow that same path, and they, too, will be drawn into the jaws of the monster".

On a second sheet of paper, he sketches out the luminous lines on the woman's cheeks and all around her eyes.

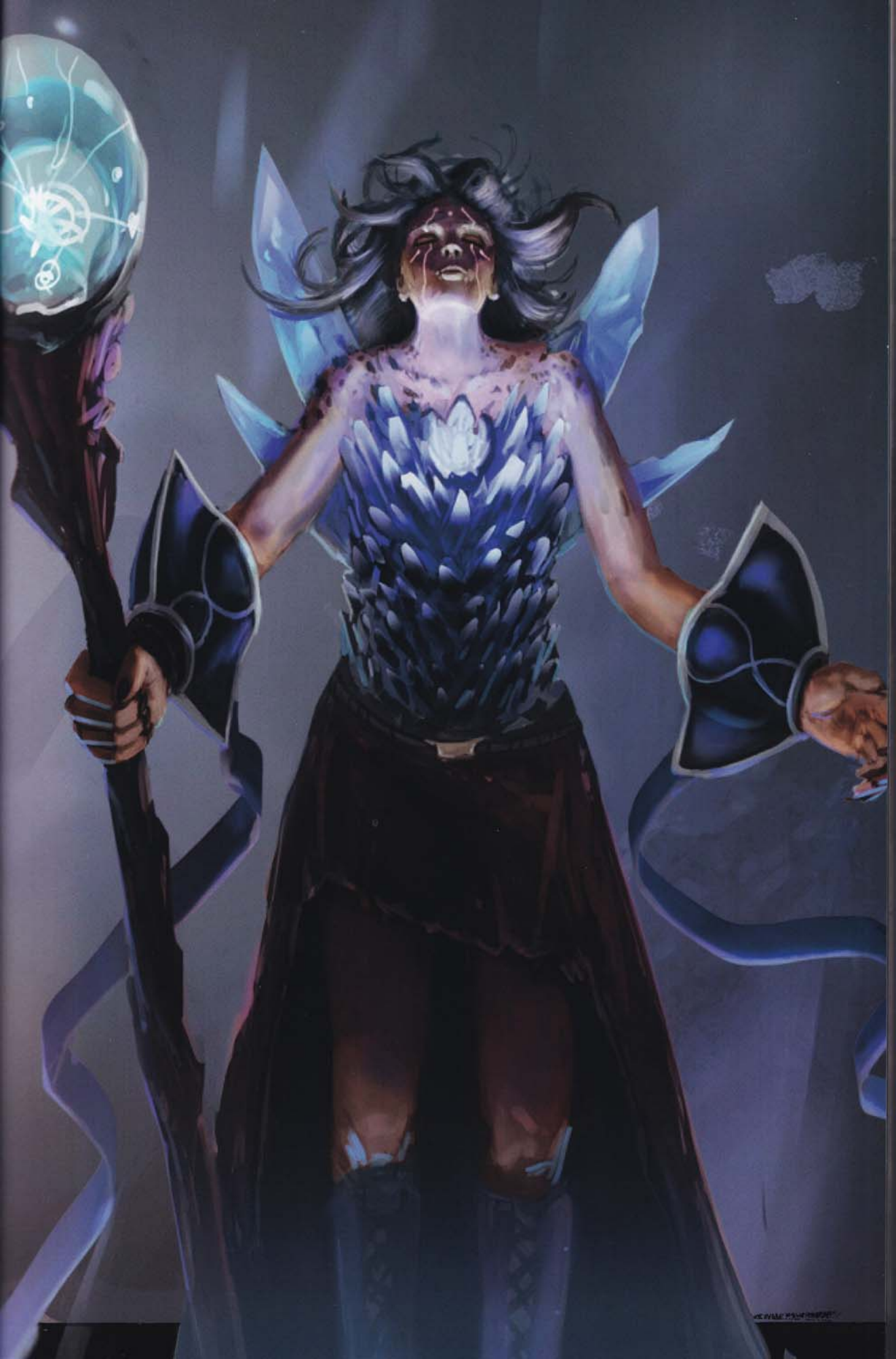
"Then, she told me of an ancient prophecy and a snake, but it was at that moment that everything became hazy, and I could no longer... remember," he looks at you and forces a reassuring smile before trying to explain.

"It's like when we try to remember someone and can't put together a clear picture. We remember some details, others are lost, but we know that that person existed, even if our memory is confused..." says the Keeper, looking at his sketches.

You make sure he is okay and then take your leave to let him rest.

Lost in thought, you make your way across the courtyard, which is by now crowded with other squads, and elbow your way through to check the quest board. Each slip of paper nailed there seems like a piece in a still unfinished mosaic.

- **Each player upgrades their card pool.**
- **Nightmare Expansion: Quest 2 expires.**
- **Feather Expansion: Quest 36 expires.**



CHAPTER 4

In the tent, the air is permeated with fragrant fumes spiraling out of the braziers. A soft murmur runs through the other hunting squads sitting on the mats. They are waiting like you, summoned to hear Nael, the Prime Seeker's report, who is head of the research teams. As the Commander had predicted, he survived and returned to Alborea after his expedition had been given up for lost in the valleys of Woltyar.

"Apparently, they've found the ruins of ancient civilizations," you hear some of the hunters discussing among themselves.

"So, it's true then: Thyrea was inhabited in the past!" they whisper.

In the front rows, Reja and the garrison captains wait in silence. Their faces look tense. Finally, Nael makes his entrance from behind a tapestry. His sky-blue robe covers his seeker's uniform. He ties back his long black hair, adjusts the glasses on his nose, and begins reading his report on the findings of his research group.

"I would like to thank the captains and the Commander for convening this meeting and for granting me a few minutes of your time," Nael starts off to general silence.

"Thanks to the latest missions, we were able to shed light on certain surprising aspects of this island's past," he says as he affixes a large map of the continent onto the wooden panel.

"We believe that ancient civilizations had existed and lived here on Thyrea for over a thousand years. They died out many centuries before our arrival and the foundation of Alborea. We have identified three main peoples, which originated from the subdivision of a single older clan," he explains.

Then he points with his open hand to the entire northern area between the Dragon's Ridge Mountains and the Arkeum-veined Goldark Mountain Range.

"In this region, we have mainly found traces of a community known as the Zarka. These people controlled the Arkeum deposits, from which they made statues, jewelry, and even musical instruments. The inscriptions we have translated suggest that these objects made of Arkeum were available to everyone, and their contemplation was part of a course of study in pursuit of knowledge and power. Continuing on to the western part of the continent, we identified several ruins that can be traced back to another major group, the Tecli," says Nael, his hand now hovering between the drawing of the Sunset Plains and the Crystal Plateau.

"And finally, in the southern lands, we have discovered the remains of the Krismari civilization," he concludes, gesturing with a wave of his hand to the area south of the volcano, the Riverlands, and the imposing Niz-Maraga jungle.

"While we still know little about the Tecli people, we believe the Krismari worshipped the stars, the sky, as well as the sea," he says, then adds: "What we find surprising, however, is that from what we can understand thus far, their knowledge on the subject far exceeded our own."

"Were all these clans united under a single leader? Or do you think they were at war with each other?" one hunter asks.

"We found no traces of wars or battles between the clans. In fact, we are inclined to think that the cultures intermixed and were related in many ways," Nael replies.

He then unrolls a piece of cloth on the table with several artifacts discovered by the Seekers fastened to it and continues.

"It seems that they used art to express their knowledge of and closeness with nature. Indeed, nature is a recurring theme throughout all their artworks, sometimes shown as terrible and powerful, at other times as being in perfect harmony with humanity"

"But there's more..." he continues, accompanied by the clinking of his medallion, "all these groups painted and sculpted three creatures that we found intriguing: three great Dragons."

Nael pauses, observing the restless and fascinated gazes of the hunters.

Reja nods at him to encourage him to continue, the Prime Seeker takes a deep breath before plowing on.

"The first is the Ancient, often portrayed by the Tecli, who painted it with gold and green scales, entwined with ancient trees, and its body is decorated with countless faces with human or beastly features. The second, the Celestial, is represented by the Krismari people as a large, feathered dragon, depicted in the waves of the sea, but often also in the sky, surrounded by points of light and constellations. The third Dragon, the Indomitable, is the mightiest of the three, depicted as black in color and accompanied by lightning and ferocious tempests, as depicted by the Zarka civilization."

In the general astonishment, Nael feels the need to provide some explanation.

"We do not know whether these Dragons were gods to them or if, on the other hand, they represented creatures that actually existed. Perhaps it was simply a way for each of the populations to visually represent the nature of Thyrea itself, a force that mankind worshipped, feared, or perhaps hoped to control by giving it form."

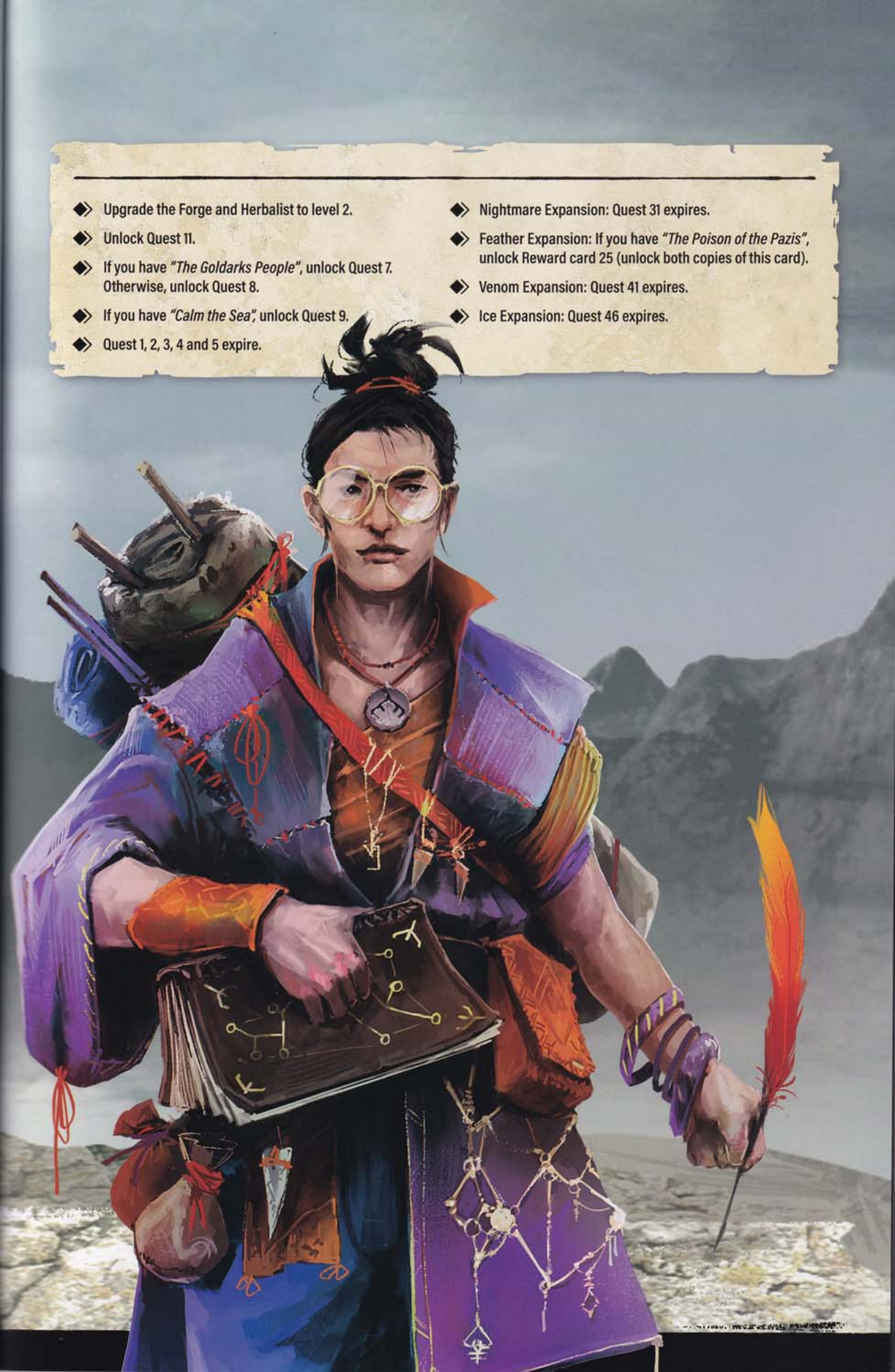
You see the captains in the front rows getting excited about the Prime Seeker's tale as the buzz of hushed chatter increases in the room.

"Nael, what have you found regarding the end of these civilizations? Do we know what happened to them?" the Commander asks pressingly, in chorus with others.

"Unfortunately, not – we simply don't know. The end of these cultures is a mystery... For now, we can do nothing more than speculate," Nael replies.

A heavy silence has fallen in the tent, broken only by the howling of the wind blowing incessantly beyond the city walls.

- Upgrade the Forge and Herbalist to level 2.
- Unlock Quest 11.
- If you have *"The Goldarks People"*, unlock Quest 7. Otherwise, unlock Quest 8.
- If you have *"Calm the Sea"*, unlock Quest 9.
- Quest 1, 2, 3, 4 and 5 expire.
- Nightmare Expansion: Quest 31 expires.
- Feather Expansion: If you have *"The Poison of the Pazis"*, unlock Reward card 25 (unlock both copies of this card).
- Venom Expansion: Quest 41 expires.
- Ice Expansion: Quest 46 expires.



CHAPTER 5

Just like every year since the foundation of the city, the Ceremony of Light is taking place in Alborea, but this one seems different. The lights that have been lit in the city are not enough to ward off the concerns preoccupying the entire community.

A large bonfire has been lit in the square, burning small, wicked-looking effigies that symbolize future dangers that need to be banished. Anyone who so wishes may take some embers from the bonfire to light the fire in the fireplace of their rooms or workshops. Rarog, the blacksmith, calls out a greeting as he walks past you with a bucket full of embers to be thrown into the fire at his forge as a gesture of good fortune.

Following tradition, on every street corner, countless lanterns have been lit from the flames of the bonfire, dotting the streets of the city with points of light. These lanterns were carved from stone and embedded in the walls of the houses when the city was built by the founders of Alborea.

As you make your way across the city to join Thessa at the Green Palace, you notice that each door is illuminated by a glass lantern or candles that have been placed on the doorsteps. On the sides of the buildings, intertwined with the shoots of climbing plants, there are a number of small copper statuettes, which reflect the lights and tinkle in the evening wind.

You climb the tall, damp stairs of the palace and enter Thessa the herbalist's laboratory to deliver the plants you have collected on your mission.

"Wait, let's go over this again from the beginning. Our ancestors landed here about a century ago, after having traveled for at least another hundred years, right? Oh, there you are!" Thessa welcomes you.

She and Nael are busy studying some ancient scrolls containing the history of the people of Alborea.

"Thessa and I were just rereading the ancient chronicles in search of some more details about our Ceremony of Lights," Nael says.

"This very night, the Keeper had a vision. From the shadows, a figure appeared with a humped back covered in feathers, its face had a long, pointed beak and it had sharp, black claws. The creature, however, then shakes itself, removes its feathered cloak and beaked bone mask, and reveals itself to be human. She picks up a lantern from the dark ground and holds it up high in front of her: at her touch, the lantern is filled with dazzling light and the vision ends," Nael explains. "So, we are wondering

where the symbol of our traditions comes from."

"We already know everything it says here. There were plagues and famines throughout the land of our ancestors, and they were forced to look for a new home. They left behind the Outer Islands, which had become barren wastelands, and sailed to the Central Islands. Thyrea was the only island that was lush and full of life, so they built a new city here. They found no trace of other humans, and had to combat the monsters that lived there," Thessa reads.

"Here, look. This is the diary of a builder. He says that they drew the map of the city they were going to build and that they marked out specific points where they planned to build the stone lanterns. Apparently, they correspond to the positions of the stars they had followed to fly to Thyrea... When it's all lit up, the city itself becomes a giant map of the starry sky!", says Nael in amazement.

"But does it say anything about why they chose the lantern as their symbol?", asks Thessa, while leafing through some scrolls. "It was also printed and embroidered on tapestries and robes," she adds.

"It continues, here... It says that the fleet of airships that had flown from the Outer Islands to Thyrea had hung lanterns on the sides of the ships, which were always kept alight to avoid getting lost and make sure the fleet stayed together during long crossings," Nael reads.

He and Thessa continue leafing through and reading the ancient manuscripts for some time but find nothing that could connect the woman with the bone mask who appeared in the Keeper's visions to their past.

- **Each player upgrades their card pool.**
- **If you have *"Secrets from the Past"*, unlock Quest 12.**
- **If you have *"Arkeum Dust"*, unlock Quest 13.**
- **Feather Expansion: If you have *"The Jungle of Muara"*, unlock Quest 37. Otherwise, unlock Quest 38.**
- **Ice Expansion: If you have *"The Fallen Star"*, unlock Quest 15 (if not already unlocked). Otherwise, unlock Quest 47.**

CHAPTER 6

Tonight, the Keeper walks alone through the streets of Alborea. The city is shrouded in a surreal silence: the sentries patrolling the walls tread lightly, the tavern has already closed, and the still waters of the sea fill the inlets of the harbor.

In the night sky, an unnaturally large, silvery moon has risen. It looms over the earth while down here everything seems to be holding its breath. The Keeper reaches the town square. His sandals step on the cold stone of the pavement and then on the dew-soaked soil. In the center of the square grows a thousand-year-old tree, with a thick, tall trunk and roots spreading out around its base like a spider's web. Its light-colored wood shines like a pearl under the moonlight. The Keeper sits among its thick roots and looks up at the moon in the sky. He watches the halo of light around the moon begin to pulsate and expand over the inky blue of the night sky. His eyes fill with that light... and he begins to travel.

In his vision, the Keeper finds a memory of the Celestial Dragon as it flies through the sapphire skies of the north. The wind blows through its blue feathers as night falls and the stars glow brightly. In those same stars, the Dragon had read the arrival of this very night.

The Dragon looks at the riot of lightning advancing toward it from the peaks of the Three Spears.

A raging beast can be seen at the center of the cyclone, dragging the storm with it. The stars in the northern sky seem to fall into the swirl of grey clouds and, all around it, the rumble of thunder booms rhythmically, like a beating heart. The beast in the storm attacks the Celestial. During the battle, they fly all over Thyrea. Their blood falls on the white snow, their scales fall into the mouth of Woltyar, and the feathers of the Celestial fall

on the jungle until, finally, their wings cast dark shadows over the waters of the sea.

In every burst of light, in every fiery breath, the Celestial hears the voice of the beast, and, in it, its desire for power.

As they fly over the Teal Sea, the beast of thunder has the upper hand: it plunges its snout into the Celestial's chest and sinks its teeth into the other Dragon's heart. It rips it from its nest of veins and arteries, and crushes it between its fangs to squeeze out its power-soaked blood. The Celestial plummets toward the sea, which opens wide to receive the body of its Dragon in the waves. The sea floor splits apart, creating a fault line. The waters begin to churn and swirl ceaselessly.

The Indomitable Dragon roars triumphantly, its storm thickens, and through the dense clouds, the roar of its voice echoes throughout Thyrea. At its call, the lights in the aurora borealis turn red and flutter like tongues of fire. In the depths of space, the oldest stars dim and recede, leaving only a cold, empty void in their place.

That night lasted so long that the sun did not rise for days, eclipsed by the large, motionless moon. There was nothing but the red light of the aurora borealis and the stars falling from the sky.

- **Unlock Quest 22.**
- **Quest 10 expires.**
- **Venom Expansion: if you have *"The Blood of the Serpent"*, unlock Quest 42. Otherwise, unlock Quest 43.**

CHAPTER 7

A lively fire crackles in the brazier in the center of the common room where the returning hunters and those about to leave on a mission cross paths to compare notes and swap stories.

"I've just been with them: they had a rough night, but they seem to be fine now," says Thoreg, letting himself collapse onto a bench.

"Is it true what they say about their eyes?" asks Ljonar.

"Yes, when they woke up this morning they had red pupils, like the fire of a Vyraxen, and they were crying tears of blood from their eyes," says Thoreg.

"They didn't tell you everything, Thor," says Mirah, who is busy carving wood for her arrows.

"They said they all had the same nightmare," she explains. "It was dark and they were climbing a mountain. During the ascent, they were attacked by a number of increasingly angry monsters. They killed them, one after the next, and took their strength to keep climbing... but none of them can remember what they found once they reached the top," says Mirah.

"Hmm, that's strange... For some time now, I've also been having nightmares where I see a mountain...but it's far away, and I can't remember what I was doing in the dream," Ljonar says in a hushed voice.

"I dream about the beasts, and I keep doing what I do when I'm awake," Dareon says, staring at the hilt of his great sword, "every night."

"It's the Awakening: the beasts are no longer attacking out of mere hunger... I'm starting to think that all this is not just affecting the monsters," says Thoreg.

"It's affecting us, too" Ljonar finishes his comrade's sentence, "it compels us to fight, to be more aggressive, more ferocious."

"It's not just aggression: I've never felt so strong... with each passing day, my hammer seems lighter. I feel faster, more alert, and sometimes I even feel like I'm learning from the movements of those monsters," Thoreg explains, trying to find the right words.

"...I can feel their fury, and I'm able to imitate it," adds Dareon.

"We're also pretending to look like them," Mirah thinks wryly, turning over her helmet in the shape of a feral beastly face in her hands.

"This is what has allowed us to survive. How could we face

these monsters if we didn't have our weapons, and if we hadn't found this strength, which increases every day?" Ljonar asks everyone.

In answer to his question, the last tongue of fire in the brazier goes out, leaving the room barely illuminated by the glowing embers. At that moment, the door is thrown wide open and the Commander bursts into the room. The hunters inside the room rush to meet her, forming a circle around her.

"During their return from the Woltyar region, some squads have reported that every day spent in the shadow of the volcano has made them stronger and more resilient," Reja begins, "as if they were able to absorb the power and strength that is awakening along with the volcano. And at this very moment, humanity desperately needs this strength".

The eyes of the hunters in the room meet – everyone seems to have shared the same experience and no one appears to doubt the Commander's theory.

"For all who wish to join, tomorrow, a group will depart with the task of setting up a new training camp near the foothills of the volcano," Reja concludes, before saying goodbye and retiring to her lodgings.

"How much more blood will be shed in order for us to survive?" Ljonar asks under his breath.

"Everything here challenges us to endure..." says Dareon, ready to grin and bear whatever fate has in store for the hunters of Thyrea, "I feel alive when I fight to survive."

- **Make a decision as a group:**
  Do you want to train at the Woltyar training camp?
  If yes, gain the achievement *"The Voice of Woltyar"*.
- **Each player upgrades their card pool.**
- **If you have *"The Herbarium"*, unlock Quest 24.**
- **Quest 7, 9 and 11 expire.**
- **Nightmare Expansion: If you have *"The Tome of Creatures"*, unlock Quest 33.**

CHAPTER 8

Leaning over the large table, Nael fills roll after roll of transcriptions taken from an ancient codex he found sealed in a tomb. The codex is a collection of stories that the Krismari, Tecli, and Zarka peoples had handed down over the centuries. The pages are divided into columns where the same story has been transcribed using two different writing systems.

"These symbols follow different rules than the common language of the ancients. I think it's a more complex form of language, dating back to even earlier times," he explains.

Then, he points to a text of Tecli origin.

"In these pages, it is said to have been a musical language... it seems to describe a melody, rather than a thought formulated in words."

Nael continues reading while slowly moving his hands over the pages.

"Few wise men were able to read or write it. The translation that is given here in the ancient common language is but a fraction of the true meaning of these symbols."

"It will still take me some time to understand and transcribe these texts, but I have already translated some really interesting myths," he tells you, "...here, listen to this: 'The Myth of the Gift'", he says, and begins reading.

"Originally, there were the Primordials. Their Voice was as dense as the earth, as colorful as the sky, and as deep as the sea. The first men feared them and gazed upon them in awe. Wherever there were Primordials, the natural world flourished, trees were laden with fruit, and living beings were filled with emotion. Men lived in harmony thanks to the gifts bestowed by those mysterious creatures: they received water when the rivers were dry, and they received light when the nights were too long and cold.

One day, however, a man set off on a journey: he felt as if something was missing. On his way, he encountered Primordials that were as tall as mountains, with their backs covered in forests. One, in particular, fascinated him: it had two large round eyes shining like lights plucked from the firmament, ivory horns, and a long mustache cascading from the sides of its fanged

mouth. The man asked it for help to fill the void he felt. Intrigued, the creature stared at him with its starry eyes and stretched out a claw to meet his hand.

At that moment, the man heard the melody running through all of nature. The song of the Primordials was of unparalleled beauty: every note and every silence had a profound meaning. The man then looked up at the sky, and in the blue night, he saw a large luminous circle. He gazed deeper between the stars until he realized the circle was actually the body of a creature he had never seen before: an enormous dragon with a serpentine body that had looped back on itself to bite its own tail.

The man stood staring at the sky for a long time after the image had melted away, wondering about the meaning of what he had seen. In his quest for answers, which he would never give up on, the man who had set out on that journey filled the emptiness he had felt."

"The Primordials are always described differently, I wonder if they are not a figment of the writers' imaginations. They talk about them as if there were no boundaries between them and nature. Like creatures that are perfectly blended with the energy of Thyrea," Nael reflects aloud after he finishes reading the text.

"Who knows if one day we, too, will be able to hear the notes of that great melody running through Thyrea," he says, as he puts out the lantern resting on the table.

- **Upgrade the Forge and Herbalist to level 3.**
- **If you have *"The Voice of Woltyar"*, each player upgrades their card pool.**
- **Unlock Quest 25.**
- **Feather Expansion: Quest 37 expires.**
- **Venom Expansion: If you have *"The Herbarium"*, unlock Quest 44.**
- **Ice Expansion: Quest 47 expires.**

CHAPTER 9

I still remember when mankind was fascinated and inspired by our singing, and soon their Voices merged into the Echo. In each Voice, we can hear a trace of their desires, a distinct motif that contributes to the immense symphony. One chorus of Voices, in particular, which initially appeared as a slight dissonance in the Echo, is getting more incessant every day. It vibrates powerfully within me, grows in intensity, and enriches the melody by adding depth and contrast. It brings with it a lust for power that overwhelms me, from which I can no longer separate myself.

From up here, on the mountaintop, I feel like I can see all of Thyrea. I am alone, at the summit. What if that chorus is telling the truth? What if this was the challenge that gives meaning to who we are? The storm rages in and above me. The sky releases the same desire that gushes forth from my soul. In the black clouds that enshroud the mountain, the conflict that stirs in my heart takes shape.

I feel a sensation that has lain dormant for centuries awaken. What use is the force of the storm if not to increase my power? What do I need the breath of fire or the power of thunder for? What if I were the snake? The lightning pierces the night, and it seems to me that the clouds take the shape of lots of dragons with ravenous mouths. Why hide it? This is what I want.

"The power that was divided will be united once again," I think, and my roar mingles with the thunder of the tempest.

Everything goes dark. I can no longer feel anything.

"Quickly, bring the herbs and a cold compress!" exclaims the Commander, who has been holding the man's hand the entire time.

"Noatar's power is increasing every day," she explains, "these long, intense visions are getting more and more frequent... Sometimes I'm almost afraid he won't be able to return from them."

Finally, the Keeper awakens, moving with a jerk. He remains silent, bewildered by what he has just experienced. He gestures with a wave of his hand to be given the infusion prepared by Thessa to drink, then finally, he finds the strength to speak, and addresses those present with an almost unrecognizable voice, as if it took some time for him to return to his true self.

"I was in the memories of the Indomitable Dragon, on top of the Three Spears...," he takes a breath, then continues, "it was mankind's lust for power that started everything."

- **Each player upgrades their card pool.**
- **Quest 8, 15 and 20 expire.**
- **Unlock Quest 28 unless you have *"The Dragon Star"*.**
- **Ice Expansion: Quest 48 expires.**
  Then, if you have both *"The Fallen Star"* and *"The Dragon Star"*, unlock Quest 49.

CHAPTER 10

The Keeper reaches the ancient tree in the center of the square and flops to the ground.

"How much more blood must flow," he murmurs.

The gnarled roots press against his flesh, but he is already far away: his white eyes are already filled with a new vision.

High in the sky, the Ancient Dragon grits its fangs to defend itself from the attacks of the enormous black Dragon, which bears down on it like a furious storm. Each strike of its claws hits like lightning and shatters the green scales of the Ancient. Every roar rumbles like thunder. The desire for power, which motivates the Dragon of the storm, explodes and spreads through the Echo reverberating in the sky over all of Thyrea.

The sunset is invaded by the darkness of the night when the attacker takes hold of the Ancient in a fatal grip, sinks its fangs into its chest, and tears out its heart, thick with Thyrea's memories. The body, now drained of the Ancient's blood and power, falls to the ground. The earth trembles at the sight of her dragon and opens wide at the moment of impact, the trees dry up and sink underground with it.

Up there in the sky, the Indomitable Dragon flaps its wings and hovers on the spot. Its luminous heart beats, lightning flashes around it, and on its scales, stained red with blood, the stars it stole from the sky still shine. Suddenly, its ember-like eyes

whiten and go blind. The Dragon bends its head backwards and its muscles stiffen. A moment later, its body swells up, its scales turn silver, and new, sharply pointed horns grow to form a large crown all around its enraged face.

In an explosion of light, the Indomitable is transformed, dies, and is reborn into a new Dragon. Its first roar rumbles triumphantly and echoes in the heart of every creature on Thyrea. Its wings have taken on the color of the sun, which is setting on the last day of human civilization.

- If you have *"The Voice of Woltyar"*, each player upgrades their card pool.
- Unlock Quest 30 unless you have *"The Three Spears"* or *"The Echo of the Waterfall"*.
- If you have *"The Three Spears"*, unlock Quest 29.
- Quest 13 expires.
- Feather Expansion: If you have *"The Echo of the Waterfall"*, unlock Quest 40.
- Nightmare Expansion: If you have *"A Debt to Be Paid"* and *"The Herbarium"*, unlock Quest 35.

CHAPTER 11

Night has just fallen when the watchmen start sounding the large drums and horns on the walls. The courtyard fills with hurried footsteps.

"The storm is approaching!" shout the hunters returning from the northern lands. "All of Thyrea is responding," they say frantically. "There are earthquakes in every region, and floods, and everywhere the sky is black with ash from Woltyar!"

As you follow the flow of people into the great hall of Central Command, you turn to look back at the horizon before the city gates close again. The towering black clouds of the storm thicken over the entire continent. The edges of the clouds ripple and seem to grab onto the sky like claws, dragging forward the heavy, hazy body of the storm. Disturbed by the sight, you look away. You hear the rumble of the doors of Alborea closing behind you and enter the great hall.

The Council has gathered all the hunters together. The captains are already in their places, standing around a long war table. With both her arms outstretched, the Commander is leaning over the table. After a few moments, she looks up and begins to speak.

"We knew this time would come. Well, here we are, the final hunt."

Her words cut through the silence and general tension in the room. Then, Reja continues: "Many of you already know that the storm is not a natural phenomenon. A gigantic Dragon was sighted a few days ago taking flight from the top of the Three Spears. The storm is moving with the creature, and it is getting bigger and more threatening with each passing day. It brings no wind or rain with it, only darkness and death."

The Commander nods to Noatar, the Keeper, who continues:

"The description we have of this Dragon coincides with my visions: it is the monster that devoured the Celestial and the Ancient in the past... It is the one responsible for bringing about the demise of the ancient civilizations."

His voice drops as he remembers one of his first visions.

"As the crystal-bodied woman prophesied, this monster is the answer to so many of our questions, the cause of the blind, savage fury that has overtaken Thyrea and all her creatures."

The Commander, focused on the practicality of taking immediate action, unrolls a map of a rocky location on the table. It shows a desolate place in the western lands above the sandy expanse of the desert.

"From what we know, this is the location of the epicenter of the storm, and this is where we will strike!" she exclaims decisively.

"But how are we going to tackle a monster like that?" she is

bombarded with questions from those present, with increasing desperation in their voices.

"What hope is there against a Dragon that size?" they ask.

The Commander calls everyone to order and starts to explain: "The hunters will not fight alone. We will employ the ballistas, war machines that have been specially built for this battle."

Reja places some wooden models on the table to represent heavy artillery.

"They will be positioned here, in the rear," she says, pointing to four different points on the map. "We will draw the Dragon into the center and the ballistas will surround it, so we always have a clear line of fire... They will aim for the heart."

Then she looks up at you.

"The best teams will face the Dragon and they will have the task of drawing it out toward the bolts of the ballistas."

"And what about the storm?" the buzz of worried voices grows. "How can we face a force that defies nature?"

"Leave the storm to me... I'll take care of it," replies the Commander with a certainty that leaves you dumbfounded.

You see a new spark in her eyes, and as she continues to give more details about the battle, you hear some hunters whispering.

"Look at her eyes," they say in a hushed voice, "so, what they say is true... She has changed: like Noatar, she too has discovered the power."

"That's all for now. Go, hunters," says the Commander, "rest well... because we leave at dawn. This will be a long night, before the battle."

Outside, the deafening crash of thunder echoes in the air as the storm warns the world below of its supernatural presence. You listen to the distant roaring of thunderclaps and your thoughts return to those lost, ancient civilizations. Did mankind really face this monster in the past? Has the fate of humanity already been written?

With heavy footsteps, you retire to your rooms, in silence and with your head full of questions to be answered.

◆ **Read the questions on page 37, and try to answer them as a group, based on the information you have gathered during your campaign.**

LORE QUESTIONS

1. What happened to the ancient civilizations?
2. What is the Voice? Who can hear it?
3. What was the origin of the Three Dragons?
4. What are the powers of the Awakened Dragon?
5. What is the meaning of the Ouroboros, the symbol of the serpent biting its own tail?

Now, proceed with the following steps:

- Each player upgrades their card pool.
- If you have *"The Bones of the Ancient"*, unlock all cards with Reward ID "S1" *(some of these cards come in multiple copies so that every player can have one).*
- If you have *"The Dragon Star"*, unlock all cards with Reward ID "S2" *(some of these cards come in multiple copies so that every player can have one).*
- Feather Expansion: If you have *"The Lantern Bearer"* read the Keeper's vision on page 22 of the *Campaign book - The Path of the Lantern*. You cannot read it if you have *"The Voice of Woltyar"*.
- Ice Expansion: If you have *"The Lake of the Celestial"*, unlock Reward card 38 *(this card comes in multiple copies so that every player can have one).*

Skip the Questboard phase of this Chapter. During the Hunt phase play the final scenario of the campaign: "The Awakened", on the next page.

THE AWAKENED

The Awakened miniature

3x Rock

4x Ballista token

INTRODUCTION

A surreal twilight shrouds the lands of Thyrea. The sun hides behind the dark mantle of the storm and turns its back on the world, which remains cloaked in a ghostly blanket, suspended between light and shadow. With your gaze fixed upon the wall of black clouds in front of you, you advance at a determined pace, along with the other teams of hunters chosen to face the Dragon. Flanking the marching expedition, you count four large war machines advancing on the rocky terrain. Reja is walking at the head of the group, as if she intends to face the Dragon alone. You are following immediately behind her, with your hands firmly gripping your weapons. There is something both enchanting and terrifying about the Commander – you find her gaze unsettling; it transmits a newfound ferocity.

"I feel the storm spreading in the sky... Its Voice is everywhere, in the cutting air, in the trembling earth," the Commander tells you without turning around. "It wants to devour everything" she adds.

In the tormented skies of Thyrea, the outline of drawings and figures belonging to an ancestral age seem to take shape. The lightning bolts stretch like serpents of fire, and their light reveals the depth of the clouds above you. As you walk beneath the thick blanket of the storm, you notice faint electric shocks running up and down the Commander's arm.

"I will hold back the storm and command the ballista attack," she reminds you. "You know what to do... Do not give any ground," she orders.

You watch her climb on top of a large rock sticking out of a chasm in the earth that looks like an open wound. You climb up after her and from this new vantage point, you see it: majestic and terrifying, the Dragon appears as a patch of shadow even

SPECIAL RULES

The *Awakened* features special components and rules that are explained in detail on page 99 of the *Rulebook*. Keep the *Rulebook* close at hand while setting up this scenario.

- Use the **alternative combat board** (back of the board).
- Place four **ballista tokens** face up in the corners of the combat board (black side up), as shown in the figure.
- Take the *Awakened's* **extended monster board**.
- Place the special **Awakening cards** in the last two behavior slots on the extended monster board.
- Set the **storm level** to 1 by placing the storm marker in the corresponding space on the storm track.
- Remove two base attrition cards with an attrition value of 1 and one base attrition card with an attrition value of 2 from the attrition deck. Then add in the *Awakened's* **special attrition cards** instead.
- Build the *Awakened's* behavior deck by shuffling its **signature behavior cards** together with any **instinct behavior cards** corresponding to the monster trophies you collected over the course of the campaign.
- Use The Commander's Voice and Artillery Assault objective cards.
- If you have *"The Spear that Killed the Dragon"*, use The Heartpiercer objective card as well.
- If you have *"Ouroboros"*, take the **envelope S3**. **When the *Awakened* reaches Stance IV**, open the envelope and put the card it contains into play. That card follows the standard rules of objective cards.

The Awakened Stance cards

The Awakened Peril cards

Storm marker

The Awakened Behavior cards

The Awakened Objective cards

Awakening cards

The Awakened Special Attrition cards

The Awakened Envelope

darker than the night.

"What is that light?" you ask aloud in amazement.

"Its heart," Reja replies.

Like a drum growing in intensity, you see the beast's heart beating and causing the entire sky to shake. A roar, and then another, a tremor that makes you shiver and from which it is impossible to escape – its luminous heart glows with a perennial fire that feeds the storm. The time has come. The Commander turns her back on the monster and challenges you with her eyes to keep your nerve.

"Look into the eyes of your comrades, observe the fate that unites us in this struggle. Our destiny is not written in the stars, but in the flame that burns in our hearts and souls."

Reja points the tip of her spear at the Dragon.

"You look at it and you see an indomitable, invincible force."

Then, she stares at each of you, one by one. "But I see that same strength in your eyes! It has powerful claws, and you have your swords; it has its armor, and you have your comrade's shield!"

Her words vibrate in the air.

"The Dragon tests us as hunters and as human beings. You are right to be afraid today. Embrace that feeling, turn it into a weapon that fuels your strength!"

All the weapons of Alborea are raised in unison.

"We will sweep away this monstrous night!" she cries, pointing her spear at the dark sky. "Tomorrow, the sun will rise again, marking a new dawn for mankind!"

You raise your chins and look for the monster's fiery gaze. The wind blows through the straps of your armor and crashes onto your skin. A voice from within you gives you encouragement and gets louder with every breath: you are ready to fight.

CONCLUSION

You lie down on the ground, drop your weapons, unfasten the straps of your armor, now soaked in blood, and turn your eyes to the sky, which begins to clear.

You have been taught that hunters are nothing without their battle gear. But today it was not your weapons that gave you the courage you needed, it was not the bones in your armor or the iron of the blades that made you rise to the occasion of battle. It was desire that filled your lungs, the pains and defeats that you had learned to endure. Today, your weapons have been broken, your armor shattered, but your souls have become invincible. Where hunters fell, heroes arose.

Cries of liberation and joyful laughter can be heard echoing around the battlefield. You hug your comrades, kneel on the ground, and raise your arms skyward in triumph. A few steps away from humanity's jubilation, the smoking carcass of the Dragon is still lying there, prone on the battlefield. Its gaze is fixed for eternity in an empty expression, unable to convey any emotion.

With slow, limping steps you approach the monstrous corpse, attracted by the light that still emanates from its breast. At chest height, the monster's scaly armor has been torn open, and you can clearly see its still-beating heart, divided into three anatomically distinct parts. They beat in unison, but the rhythm is getting slower and more worn out.

"Are you thinking what I'm thinking?" the Commander asks from behind you.

She was also compelled to visit the corpse, seduced by the power of the Dragon. At that moment, Nael and the Keeper also arrive.

"The Indomitable in my visions took power from the other Dragons by devouring their hearts," the latter says, thoughtfully.

"Could we take its power for ourselves?" you ask, as your pulses suddenly quicken.

"Such power in the hands of a human being would be dangerous," Nael reflects, "but we could divide it... Recreate the balance that was there in the past."

"If we were to take it, ultimately, where could it lead us?" asks the Keeper.

You stand there, for a long time, giddy at the thought of such power.

IF YOU HAVE "THE VOICE OF WOLTYAR"

The Commander looks at you and sees in you the same desire that is blazing within her. She approaches the heart of the Dragon, extends her Arkeum hand, then retracts her fingers and squeezes them into her fist.

"Imagine what we could do if we possessed such power. For too long we have fled, we have been victims... I can see it written in the tired and hungry face of my hunters!" the Commander says passionately.

You notice many others are gathering around to listen to the Commander's words.

"Now we can finally begin a new era: our era!"

Even the Keeper, despite his concern, seems to see a unique opportunity for Alborea.

"Thyrea would have no more secrets hidden from our gaze..." he murmurs to himself, "and mankind would become the guardian of the Power."

"The Voice of the Dragon can tame the nature on Thyrea... Can you imagine what that would mean? We would dominate the island's monsters, we could shape the mountains to become our homes, we could move the tides and calm the winds to sail the seas," continues the Commander.

"We would have the opportunity to start again," Nael tells you, "and we would have the strength to create a just, harmonious world, according to our rules," he concludes, full of hope.

As those words are said, in the eyes of your comrades, you see the desire to lay claim to their strength. You feel that a new civilization of mankind – the Dragon Slayers – is preparing to be born and take flight. Along with the other hunters, you gather around your leaders: Noatar, Reja, and Nael prepare to devour the monster's heart and welcome its power into themselves.

An imposing red sun rises in the sky, its rays filtering through the dawn sky to illuminate the primordial ceremony of the transfer of power. In an atmosphere of blood and glory, you watch excitedly as the first spark of mankind's fire ignites – it is the foundation of a new era.

Read "The Rebirth of Power" on page 120.

OTHERWISE

You get closer and closer to the heart of the Dragon. As you stare at its rhythmic beating, you taste blood in your mouth, and you recollect your companions' cries, the sound of their bones breaking in the monster's claws.

"What is the purpose of such terrifying power?" you ask.

That violent compulsion, that ferociousness you felt growing within you when you were in the heat of battle, you understand that it cannot define who you truly are.

"We are still human beings," you think, "it is not the Voice of the Dragon that we must follow and give heed to, but that of our brothers and sisters, our comrades."

Reja looks at you and notices your faces marked with wounds and the look of exhaustion in your eyes, tired of supporting the weight of the power and the violence it entails. You exchange a nod of understanding, without the need for words. At that moment, other hunters approach the body of the Dragon with a mesmerized look in their eyes. The Commander takes the initiative and stretches out her hand, putting it between them and the beast's still-beating heart.

"Do we want to go from prey to predator?" she asks the men and women around her. "That is not who we are... This is a power that does not belong to us. That Voice we have all heard will make us aggressive... It will end up dividing us, pitting us against one another," the Commander warns.

Behind you, the bright sun rises in a clear sky, driving the clouds away.

"On the contrary, what we want is a world in which we can be united, where we no longer need to take up weapons, where there are no fierce, bloodthirsty mouths to feed, and where we can be truly human," exclaims Reja throwing her spear to the ground. "To attain all this, the power of the Dragon must be extinguished along with the monster it has spawned," she concludes.

At that moment, the blood-soaked images that were still imprinted in your mind disappear, and your eyes see the world imagined by Reja, where mankind is free and welcomed by the warm embrace of nature. You seek your comrades' gazes: it is all over. A new day has begun.

Read "The Dawn of Mankind" on page 122.

2

QUEST SCENARIOS

1 THE MEMORY OF THE DESERT

Toramat miniature

2x Rock

1x Beathanis

1x Sand

1x Plateau

SPECIAL RULES

Behavior deck setup: Leave *Toramat's* Crashing Charge and Out of Control behavior cards out of the behavior deck. These cards are considered to be out of play until a card ability instructs you to interact with them.

Dust tokens: This scenario uses dust tokens. Keep these tokens near the board and use them when instructed by card abilities during the game. Dust tokens are explained in detail on page 95 of the *Rulebook*.

Hardening track: Set the hardening level to 0 by placing the corresponding marker in the ▼ space on the Hardening track. The Hardening track is explained in detail on page 95 of the *Rulebook*.

Special attrition cards: Remove two base attrition cards with an attrition value of 1 from the attrition deck, and add in *Toramat's* special attrition cards instead. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

INTRODUCTION

Low on the horizon, the blood-red sun casts long trembling shadows behind you. The scalding wind stirs up fine sand that scratches your eyes. From the top of the Red Peaks, you gaze across the vertiginous gorges of the canyon that cut through the arid land. According to legend, this region was once lush and green – the sun wanted to burn it and left its colors behind on everything it could not devour.

It is almost sunset, as you descend toward a valley carved by a river that has long since dried up. The narrow path between the sandstone walls is blocked by a pile of debris from a rockfall further downstream, but beyond the fragments of stone, you can make out sections of a decorative frieze on a tall arch carved into the rock. The hope that Emera is still alive, trapped behind the landslide, causes you to rush toward the rubble and call out to her.

"Hunters, I'm here!", a weak voice replies.

It is so faint that it is immediately overwhelmed by another much louder sound – a deep roar coming from over your shoulders. Your shouting, the sound of rubble being loosed, your heavy footsteps, all that noise has attracted the attention of a monster, enraged by the invasion of its territory. A Toramat, its armored head poised for impact, is already charging toward you.

CONCLUSION

Emera is breathing deeply, as she leans against the corrugated walls of the rust-colored gorge. Her face is gaunt from thirst and the desert heat, but the light in her eyes shows strength and conviction.

"Thanks for saving our lives," she says in a feeble voice.

She looks through the gap that you have opened by moving the collapsed rubble, from which several wounded and weary seekers are emerging. Close to exhaustion, they retrieve the notes on their scrolls and wrap protective fabric around some objects that were found in the room beyond the arch.

You all set off again toward the seekers' camp, plunged back into the cool, biting night air.

"Every step we take in this desert is a struggle and exposes us to risk, but wherever we look, we find traces of an ancient human civilization," Emera tells you, leaning on the shoulder of one of her seekers, "every grain of red rock in this place echoes with a past that we still know nothing about."

If the current chapter is either Chapter 1 or 2, read Variant A. Otherwise, read Variant B.

Variant A

When you reach the camp, you see bulletin boards cluttered with notes, maps, and translations; the archaeological finds have been arranged in order on tables and carpets. You ask her if knowing about the past will make Alborea stronger.

Emera glances at her seekers and replies:

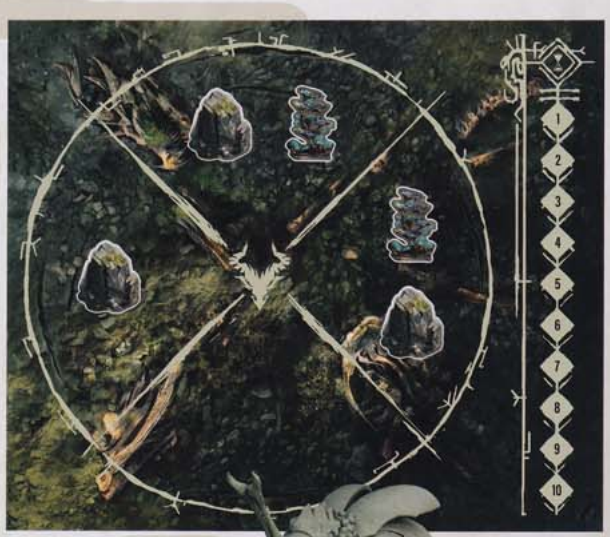
"In the past that we study, we hope to find answers about our present. If Thyrea is our land, then its history is our history. We must understand what happened, hunters, just as you must learn the secrets of the monsters you are fighting."

Variant B

Having reached the area of the campsite, you still cannot see the outline of the tents. As you get closer, you can see an intricate network of deep footprints on the ground, converging on the same point from all directions. You find the tents piled on the ground and carpets soaked in the blood of the seekers that stayed behind at the outpost awaiting the return of their missing comrades. Emera looks at her companions, but she is speechless. Crouched on the ground, you observe the tracks left by the pack of carnivores that attacked the camp. The clawed feet of the enormous pack leader have left deep furrows in the ground. It is no longer possible to continue research here: this area has become the hunting ground of a Felaxir.

Quest rewards on page 106

2 A FLIGHT IN THE STORM



Ozew miniature

3x Rock

2x Beathanis

SPECIAL RULES

Behavior deck setup: Leave *Ozew's* Lightning behavior card out of the behavior deck. This card is considered to be out of play until a card ability instructs you to interact with it.

Rumble deck setup: Shuffle *Ozew's* rumble cards to form the rumble deck and place it near the monster board. Rumble cards are special cards unique to *Ozew*. They are explained in detail on page 96 of the *Rulebook*.

INTRODUCTION

The airship is struggling against gusts of wind and rain as you stare out over the horizon at the black clouds that encircle the Dragon's Ridge Mountains. It is said that the furious storm in the northern mountains has raged ceaselessly, ever since the people of Alborea arrived on Thyrea. The Everlasting Storm, they call it. No one knows where it originates from, no one has ever managed to cross it.

The airship sails rapidly through the sky offering you a view of the region below. As the storm gradually stretches its nebulous body over the land, deep shadows are cast over the woods and valleys.

The ship heads further and further north but there is no trace of the missing expedition. At that height, the wind gets stronger and a wall of rain crashes against the flying hull of the ship. You see the captain gripping the rudder tightly as nature demonstrates all its fury and violence.

Suddenly, a swarm of monsters appears in the squally sky: a thick net of electrical discharges surrounds the airship, and it quickly begins to lose altitude. You are forced to make an emergency landing in a valley submerged in an impenetrable fog.

The thick undergrowth cushions the impact. The airship suffers only slight damage. You check the state of the equipment and weapons while the hum of the electrical current generated by the Swarm can still be heard above you.

You barely have time to get off the ship before a large Ozew swoops down to the ground, accompanied by the loud buzzing of its wings. The horn on its forehead gives off an electric charge that illuminates the fog with a grubby, sinister light.

You realize you must fight it before it summons the rest of the Swarm!

If the current chapter is either Chapter 1 or 2, read Conclusion A. Otherwise, read Conclusion B.

CONCLUSION A

While you are returning to your airship to repair the damage to your hull, you notice an imposing silhouette in the scrub. You approach with caution, clutching your weapons nervously, and to your surprise, you discover the wreckage of the missing ship, overturned and badly damaged on a large stretch of craggy terrain. You enter the hold through a large gash in the hull.

"Have you seen what an Ozew colony can do?", says a shrill voice. From behind a large wooden crate springs a short, stocky little man wearing a pair of glasses with jam-jar thick lenses. The relief of finding someone alive on the wreck calms your tense nerves.

"Within the Swarm, Ozew move in a helical formation, like a propeller, which generates intense magnetic fields that send our airships off course, causing them to crash," he reveals, speaking rapidly. You try asking him if he is hurt, but he plows on regardless.

"Nice to meet you. I'm Jasiver, a scientist, researcher, and inventor. Thank you very much for coming here to bring us

home, but it pains me to tell you that my escort did not survive the Swarm's attack.".

With sadness in his eyes, he looks fixedly at you for a moment, then he shrugs his shoulders as if to shake away the gloomy thoughts and pulls a bag out of his coat.

"This dust was everywhere on the battlefield. It even fell from the sky. It's golden and almost intangible. I believe it is tiny fragments of Ozew wings, which get worn away by their frenzied flying. I imagine with a little study, it will reveal several interesting things to me."

In that devastated hold, the way his face lights up with curiosity surprises you and his theories stay with you for the entire return journey.

CONCLUSION B

While you are returning to your airship to repair the damage to your hull, you notice an imposing silhouette in the scrub. You approach with caution, clutching your weapons nervously, and to your surprise, you discover the wreckage of the missing ship, overturned and badly damaged on a large stretch of craggy terrain. You enter the hold through a large gash in the hull.

"Who... who's there?" someone stutters in the dark.

Relieved to find someone alive, you rush to their aid. It is a little man wearing a pair of glasses, whose thick lenses have been shattered. He looks at you in wide-eyed amazement but does not seem to really see you. His hands are trembling as if he were still in the grips of a waking nightmare.

"Where are the other seekers? Tell them to come below; it's too dangerous up on deck!" he says, suddenly raising his voice, as if thunder and lightning were still crashing all around you.

You exchange a worried look with each other.

"There's lightning outside... That insistent buzzing has seeped into my head..." he says in a pained voice, pressing his wrists to his temples and finally crumpling to the ground.

The mind of Jasiver, the inventor, seems to have been badly scarred by the violence of the monsters that have overrun these lands. The brilliant ideas he kept hidden there are now lost forever.

Quest rewards on page 106

3 THE ROAR OF THE SEA

Korowon miniature

2x Water

1x Synaerea

1x Rock

1x Brush

1x Beathanis

1x Plateau

INTRODUCTION

You advance silently, following the branches of the great Blue Delta, on the trail of the monster that is said to dominate the coastline. The outpost in the Riverlands was not only built to increase yields, but to study the vegetation in the area, and provide a base for expeditions to the east. In front of you, there is nothing but debris, crumbling rocks, and trees that were uprooted by the force of the tidal wave. The closer you get to the seashore, the more the area looks like it has been torn apart by the tidal wave, making it almost unrecognizable. You can make out the imprint left by the pointy feet of the creatures that have invaded the region on the carpet of sand and salt-soaked seaweed.

The monsters that inhabit the sea have always remained dormant, lying in wait to protect its unexplored depths. Now, however, it is as if the booming voice of Woltyar has shaken the land, awakening even the wrath of the watery abyss and its creatures. The thunderous roar of the sea echoes powerfully.

You make your way forward, skirting close to the cliffs that enclose the Blue Delta, and then, suddenly you see it: an enormous, multicolored shell looming from behind a rock. A colossal amber-colored, seaweed-encrusted Korowon snaps its claws, which are covered in bits of coral and fresh blood. The crashing of the waves on the shoreline thunders like war drums. You take up arms, ready for the fight.

CONCLUSION

The acrid smell of salt fills your nostrils, while the sea pounds angrily against the rocks. Wounded and streaked with blue-tinged blood, you stare in fascination at the Korowon's huge broken shell. Your gazes are now hostage to its vivid colors, glittering under the sun's rays.

After a short rest, you move under a cloud-streaked sky toward the tall cliff overlooking the sea. As you climb higher, a sweeping view of the immense expanse of the Teal Sea opens before you. The tide seems to be receding slowly, like a wild beast in its lair, and the creatures that followed it also seem to have returned to the briny depths. That view over the desolate coastline, marred by the violence of the sea, will be forever fixed in your mind, in a feeling that hangs somewhere between the calm and the storm. At the crest of the cliff, you listen to the incessant roar of the Eye, a whirlpool of turbulent currents that opens off the coast and seems to stare maliciously into the sky. This watery vortex has whipped the sea into a frenzy, causing tidal waves and coastal storms that thicken into a fog so dense that it completely shrouds the horizon.

One thought occupies your minds. Has the wrath of the sea summoned the beasts, or has the sea simply responded to their fury?

Quest rewards on page 106

4 THE PACK LEADER

Felaxir miniature

1x Rock

2x Cyricae

1x Beathanis

SPECIAL RULES

Special attrition cards: Remove two base attrition cards with an attrition value of 1 from the attrition deck, and add in *Felaxir's* special attrition cards instead.
Special attrition cards are explained in detail on page 98 of the *Rulebook*.

INTRODUCTION

The horizon trembles as if crushed by the oppressive heat, and flutters as if an invisible flame has been lit on the surface of the world. On the border between the two deserts, the rock walls of the canyon gorges are encrusted with salt and tiny crystals that have been eroded by the wind blowing from the plateau to the west.

You follow Emera and listen to her update the seekers while the colors of dusk give way to the inky darkness of night.

"The artifacts recovered on the Sunset Plains match those found by explorers in the great Salt Desert to the west. At this point, there is no doubt that a great, ancient civilization once inhabited these lands, which are so inhospitable today..." she pauses for a moment, then continues. "We will set up base camp down there, split up into three squads, and go deep into every crack and crevice of this canyon until we have found something that tells us about their history."

The seeker's grim gaze reveals her every worry – if they can discover what caused the ruin of the ancient peoples of Thyrea, perhaps they can prevent the same fate from befalling Alborea. The seekers at the head of the group suddenly stop and flatten themselves against the rock. Silently, you overtake them, making your way through the canyon gorge.

A huge monster advances toward you, snarling and baring its teeth. The nine tails and large crown of sharp crystals on its back leave no doubt in your minds: it is a Felaxir. What is a pack leader doing so far away from its territory? You notice there is blood dripping from its mouth and, only now, do you see the carcass of another young wolf strewn on the ground against an enormous doorway carved into the red rock.

You spread out in a wide circle, keeping the monster at a distance, and slowly bring your hands to your torches, setting them ablaze just in time: the Felaxir, drunk on a bloodthirsty rage, leaps toward you.

CONCLUSION

When the heat of battle slips from your heart, you and the entire group make your way through the large entrance portal carved into the red cliff face of the canyon. You light your scented wooden torches, and the resinous fumes calm your breathing. The tunnel leads you into what appears to be a cavernous underground sanctuary.

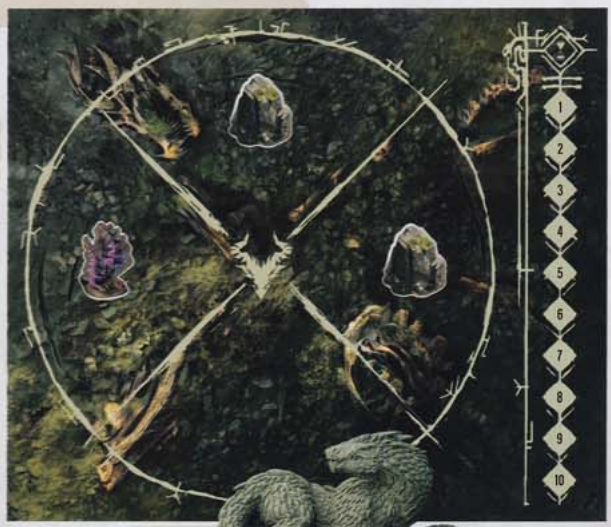
Moisture oozes out of the loamy rock which, over the centuries, has kept the plants that carpet the vast hall alive. The room is circular, barely lit by the light filtering through the crevices high up in the ceiling. In the center, there is a double-faced statue: an old man on one side, and a woman on the opposite side. The man's arms are depicted transforming into leafy branches stretching toward the ground like roots to cover the floor on his side of the room. On the opposite side, the fingers of the female figure seem to give rise to iridescent, luminous crystal prisms and shards like those found on a Felaxir's crown. Along the walls, the ancients placed thin sheets of glass that reflect every angle of the two-faced statue like mirrors.

Admiring one of those mirrors, Emera notices something you had missed. At the base of the statue, there is an intricate decoration that winds around the entire sculpture and shows the head of a scale-covered snake biting the tip of its own tail, as if forming a seal.

Emera and her seekers work together to translate the inscriptions that cover the curved walls of the hall: "Where you think you will find the end, you will also find the beginning."

Quest rewards on page 106

5 CLAWS OF SILVER



Hurom miniature

2x Rock

1x Cyricae

SPECIAL RULES

Arkeum tokens: This scenario uses Arkeum tokens. Keep these tokens near the board and use them when instructed by card abilities during the game. Arkeum tokens are explained in detail on page 97 of the *Rulebook*.

Special attrition cards: Take *Hurom's* special attrition cards and place them near the monster board. These cards are out of play until a card ability instructs you to interact with them. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

INTRODUCTION

Having lit his lantern, Jasiver tirelessly resumes his enthusiastic speech:

"I began testing the dust that falls from the wings of Ozew. I couldn't believe it when I found out it's actually Arkeum in powder form. Evidently, Arkeum itself flows through the veins in their wings. When combined with aircraft fuel, this powder gives the flame a powerful, almost inextinguishable energy. So, our airships might be able to stay their course through the Everlasting Storm."

The tunnel you have taken descends endlessly into the depths of the Goldarks. The darkness seems to assault the light of your lanterns, while your ears strain to pick up every tiny noise. Jasiver has discovered that Hurom, the dragon covered in hard, silvery metal scales, is also attracted to the veins of Arkeum, so much so that it digs these tunnels with its own claws to extract even the smallest sliver of the precious metal.

"We don't understand why these beasts seek it with such intensity. Perhaps they somehow sense the energy it contains," whispers Jasiver, his voice no louder than a light gust of wind.

As if confirming his words, the screeching sound of claws scraping over rock reverberates around the cave that the tunnel has led you to. The air is suddenly thick with energy and your skin shudders as it galvanizes with tension. The crushed stones seem to move nervously under your feet, and the boulders piled up against the walls of the cave begin to shudder and rise into the air. All around you, the terrain is reacting to the monster's presence and the energy emanating from its body.

You adopt a united formation, shoulder to shoulder, to defend yourselves against the Arkeum-veined rocks that are now relentlessly encircling you. The Hurom glitters as it emerges from the darkness, clinging on to a steep wall with its steel claws, and then leaps at you from there.

CONCLUSION

The lifeless body of the Hurom is lying at the foot of a thick vein of luminous Arkeum that runs along the walls. Jasiver is busy using his tools to extract large nuggets of golden-colored Arkeum from the rock. You glance curiously into his backpack and notice several useful and unusual-looking objects, which are typical of his creations.

The light from your lanterns, now lying on the ground, bounces off the Arkeum and illuminates the entire cave where the Hurom had dug its lair with a golden glow. It is a large circular room that has been carved into the heart of the mountains by the hands of a builder. What people lived in this place?

Niches have been carved at regular intervals into the walls that house statues of human figures: some are wearing masks with feral expressions and long fangs, others are carved with long clawed gloves. On their garments, you can see the textures of animal skins, furs, and scales engraved in gold. You look at each figure in amazement: some appear to be powerful warriors portrayed with their most menacing armor, others seem more

like wise shamans engaged in a ritual to invoke the favor of the forces of nature. You notice that the decoration along the borders of the niches shows stylized images of stormy skies and lightning.

"Perhaps those who inhabited this land centuries ago had to face the same hostile forces of nature that we've had to deal with recently," Jasiver says from behind you in a surprisingly serious tone, while he carefully scrutinizes the statue of a man wrapped in a long cloak that is draped over his shoulders like the wings of a dragon.

Quest rewards on page 107

6 ON THE HUNT BETWEEN THE TWO DESERTS

Felaxir miniature

1x Rock

1x Cyricae

1x Beathanis

SPECIAL RULES

Special attrition cards: Remove two base attrition cards with an attrition value of 1 from the attrition deck, and add in *Felaxir's* special attrition cards instead.
Special attrition cards are explained in detail on page 98 of the *Rulebook*.

INTRODUCTION

At the first light of dawn, the opalescent grains of the Salt Desert shine with an iridescent sheen and reflect the newborn light of day. On the border with the Sunset Plains, the saline sand mixes with the red earth of the canyon and the blinding glare of the light gives way to quivering mirages created by the heat. The strong winds that blow between the two deserts have already partially covered what remains of the outpost. In an abandoned backpack, you find a map of the nearby hills, with a path drawn on it that leads to a valley. As you make your way down the hillside, you inhale the intense scent of burnt plant resin, the aromatic substance that oozes from bushes and shrubs in the desert.

As soon as your gaze sweeps down to the valley below, you see a barrier of tall torches that have been set ablaze and driven into the ground to defend the entrance to a tall cavern at the base of a hill. Beyond the flames, you can make out a monument that has been built inside the cavern itself. You let yourselves slide on the orange, salty sand, making your descent quicker and quieter, but as soon as you reach the torches, a howl echoes throughout the valley.

You attempt to approach the palisade to light your own torches, but before you can reach the flames, a Felaxir leaps into your path. Its reactions to your movements are lightning fast, as if it can predict the outcome from the first imperceptible milliseconds of your motion. The light reflected off the crystal crown on top of the monster's head flashes in your eyes as it relentlessly attacks.

CONCLUSION

The torches have burned through all the resinous wood and have now gone out. Beyond the piles of ash, you find the missing seekers. They had found refuge in the ancient temple built inside the cavern, which protects it like a rough-hewn treasure chest. The temple is circular and in the center of the inner chamber, there is a statue with human features, but with a double face, which forces you to walk around it to observe it.

One face is depicted with eyes closed and there are tendrils of vegetation that seem to stretch from the eyelids onto the cheeks, while the eyes on the other face are wide open, and the artist has sculpted stars instead of pupils. The two faces are turned toward two large paintings that cover the circular walls of the temple.

The face with closed eyes is looking at a painting of a forest of trees with exposed roots that are thickly intertwined with each other. Between the trunks of the trees, the painter has outlined the gigantic face of a green dragon with a complicated set of horns. The face with open eyes, on the other hand, is looking at a painting of a night sky where fragments of stars and prisms of iridescent crystals rain down. In the midnight-blue sky, there is an indigo-colored feathered dragon in flight, clutching a white moon in its claws and carrying it around on its orbit. The imposing two-faced statue is surrounded by an empty ring that must have once been filled with water.

The seekers passionately tell you their theories about the place and then translate the inscription in the ancient alphabet that runs along the ledge of the surrounding basin:

"Everything is becoming. Becoming is eternal while nature is finite. Everything is born, dies, and is reborn in the wheel of becoming and time. Everything returns, more vivid every time, stronger every time".

Quest rewards on page 107

7 THE ZARKA TEMPLE

Tarragua miniature | 2x Rock | 1x Plateau | 1x Beathanis

INTRODUCTION

You climb the black rock paths following the map of the Goldarks drawn by Jasiver. It must be an ancient monument, made by the Zarka people who had once inhabited these mountains. Between the peaks, you see tall, isolated golden sculptures glittering in the sunlight. The Seekers have mapped several similar structures all over the mountain range. They are wind harps made of Arkeum, which produce a sound when the wind blows through their hollow pipes.

However, all your senses are strained to pick up other signals. You are conscious of the fact that you are in the hunting territory of a Tarragua, a mighty beast with razor-sharp horns and fangs.

"Don't forget, its skin is as tough as iron armor. We think it's because of their diet. They break up and chew on shards of iron-rich rock to strengthen their bodies with pure metal," the seekers told you before your departure.

You remember that Nael, the Prime Seeker, is translating the myths of the Zarka people and he told you one about the mountains of this region just before your departure. According to the myth, at the dawn of time, even before the Dragons, the continent was inhabited by gigantic creatures known as the Primordials, who ruled over the island unchallenged. One of them was said to live in these mountains. It moved on eight long legs and its head was covered with countless pointed, glittering horns. It fed on the earth that shattered under its feet and, according to the story, it was its digging and devouring that shaped the passes and deep valleys that we know today.

"Just like that creature, some other Primordials are remembered for having shaped the natural world on Thyrea," Nael told you, his eyes burning with curiosity.

You finally reach the spot indicated on the map and you see it: in the middle of a perfectly circular lake, a small temple surmounted by a dome. Through its windows, you see the flickering of the warm light of a burning fire.

As soon as you move toward the lake, you feel the rock tremble beneath your feet, and the strident roar of a charging Tarragua resounds in the air. You prepare for battle, pitting both your weapons and your courage against its steely fangs.

CONCLUSION

As soon as the Tarragua collapses to the ground, wracked by the throes of death, you sprint toward the temple, impatient to know who or what is keeping the fire burning inside. You follow the walkway made of slabs of the black and gold rock of the Goldarks, and eventually reach the large door and enter the building.

Standing in the center of the hall is a statue of a mighty black dragon veined with golden-colored Arkeum. Its large chest has been hollowed out to house a brazier in which a single ember burns, enveloped in a lively flame that gives off sufficient light to illuminate every corner of the temple and emanates an embracing warmth.

"Can it really be on fire, but unconsumed by the flames?", you ask each other, staring at the bottom of the brazier, which is

perfectly clean and free from ash.

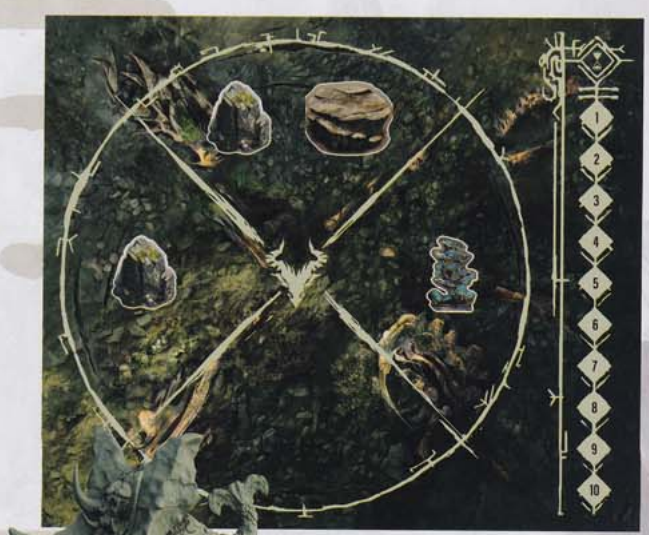
All around the statue of the dragon that safeguards the flaming miracle, the floor has been decorated with words from ancient prayers. On the walls, there are paintings of the rituals the ancient Zarka performed here. On one side of the hall, the Goldark Mountains have been depicted, dotted with flames that are joined together by paths trodden by many people, and painted high in the sky is the black and gold silhouette of the Indomitable. On another wall, there is a scene from temple life, with human figures dressed in black and gold training around the brazier, their hands enveloped in red flames.

"Lightning and fire... The Zarka mastered the natural force of the most destructive elements," you muse aloud.

While exploring the temple to interpret more of the paintings, you find a niche with a makeshift bed in it, some bags with some tools, and a large codex. You recognize the objects – they are from Alborea! Everything seems to have been abandoned some time ago, and there have not been any recent expeditions to the Goldarks as far as you know. You look among the objects for some clues to find out who the explorer is; you open the codex and on the first page, you read: 'Tome of Creatures. What I discovered about the monsters of Thyrea,' signed 'Nemon, Prime Seeker,' followed by pages and pages of research on the behavior and abilities of the island's beasts. A shiver runs down your spines, despite the heat of the burning ember: Nemon is Nael's brother. He left on a mission and disappeared eight years ago. This was his last refuge, and now you are holding his research in your hands – the reason he never returned to Alborea.

Quest rewards on page 107

8 THE IRON EATER



Tarragua miniature

2x Rock

1x Plateau

1x Beathanis

INTRODUCTION

Standing around a pool of blood and strips of flesh, you seem like you are about to perform a macabre ritual. With your eyes fixed on the horrific mixture of soil and body parts, you listen in stunned silence to the seekers who have led you here.

"They were headed for the Three Spears. My squad and I found them like this," Hedi says. "We had spotted it in a few areas neighboring the outpost, but they knew what to do to stay out of its way..."

Hedi's voice trails off and Marh intervenes to fill the silence.

"It strikes with its hammer-like tail," she says to prepare you, pointing to an enormous boulder that has been fractured and stained red, "then it charges its prey to pin it to the ground and tear the flesh apart with its tusks."

The seekers accompany you to the path that leads into the woods at the foot of the Goldarks and continue their description.

"Its skin is as tough as iron armor. We think it's because of its diet: it breaks up and chews on shards of iron-rich rock to strengthen its body with pure metal," Marh explains, in the shade of some twisted black pines.

The cavernous roar of thunder in the distance from the storm that rages incessantly above the Three Spears marks the rhythm of your steps until you hear the thud of a felled tree, then a second and a third, getting closer. You start sprinting through the trees, sliding through streams, and jumping over mossy boulders scattered on the ground, with the weapons on your backs being jostled back and forth as you move.

The forest opens to a clearing, hemmed with menhirs made of rough rock, veined with shimmering metals. At the center of the circle, there is a gigantic Arkeum-veined hand, carved by some ancient people, which offers you welcome shelter between its chipped and weathered fingers.

The Tarragua stops its crazed charge and lets out a piercing roar that rumbles through the valley. It listens to the vibrations of your footsteps and advances menacingly in search of the sound of your breathing to flush you out from the safe haven of the stone menhirs.

CONCLUSION

The monster's body lies on the ground. The rusty patches on its hide are intermingled with the scarlet lacerations of the wounds you have inflicted. Its iron-rich blood has already been collected in vials, which have been carefully sealed to be delivered to Thessa.

"These must be Zarka ruins. They lived here, in the Goldarks. They worshipped the Dragon that was black and gold like their mountains... If only we could find out more about that creature," explains Hedi, while focused on charting the ruins scattered around the clearing on her map.

In addition to the half-buried hand in the center of the clearing, not far from the menhir circle, a colossal face carved from black stone, now half-sunken into the ground, seems to be staring straight through you with its golden-colored Arkeum eyes gazing into eternity.

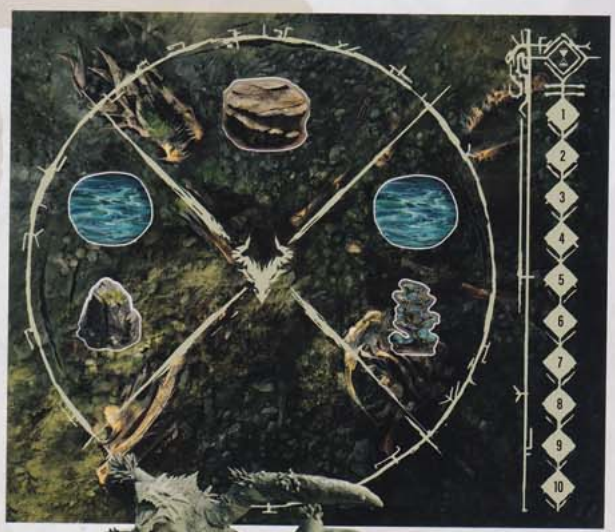
"It is rare to find traces of their civilization so far down in the valley, but at higher altitudes, there are monumental arches, tunnels, and the remains of buildings on the rocky ridge of the mountains," says Marh, looking at the Arkeum-streaked peaks of the Goldarks. "The inscriptions speak of a large sanctuary where it seems the Zarkas trained in the mystical arts."

"I would like to go back in time and ask the people of the past how they managed to live here. Nothing here is on a human scale. It seems that all of Thyrea today is permeated by an uncontrollable energy... indomitable, like their Dragon," Hedi says, looking at the storm in the distance, both frightened and fascinated by the lightning bolts.

You take one last look at the lifeless body of the monster, which until recently had been swollen with rage like the Everlasting Storm. You feel the same tension that fills the sky on the horizon crackling on your skin.

Quest rewards on page 108

9 THE CAVE OF STARS



Orouxen miniature

1x Rock

1x Plateau

1x Beathanis

2x Water

SPECIAL RULES

Debility cards: Each player has a reserve of 4 Debility cards associated with their hunter (see the matching class icon on the card back).
Keep these cards close at hand and use them when instructed by card abilities over the course of the game.
Debility cards are explained in detail on page 96 of the *Rulebook*.

INTRODUCTION

"The Krismari had a deep connection with the sea," Nael explains, as you secure ropes to the rocks and observe the gaping chasm in the ground with suspicion. "It's hard to believe it, but we found entire maps of the seabed sketched out with coral dust. There were luminous places marked on the maps, which were probably temples, below sea level... just like this," he continues, as you test the last knot. "Let's go down and investigate."

You rappel through the gash in the earth, your torches shedding light on ancient stalactites that dot the ceiling and which, after having been submerged by the sea for centuries, are now covered with seaweed and coral. The cave looks like a vast dried-up aquarium.

Once you have reached the opposite wall, you take a large tunnel that plunges further into the depths of the earth, accompanied by the dripping of water on rocks. Along the way, one by one, your lanterns reveal a series of ancient bas-reliefs on the wall, which have been smoothed by time and water. In one of these, the light and dark blue tiles of a mosaic depict the figure of a woman with a body made of waves from the sea, studded with iridescent stones.

The path leads you into a large cavern with a deep black lake in the center, which is as still as a sheet of obsidian. The air is moist and cold and there is a pungent smell of rotten seaweed rising from the ground.

"I remember seeing these footprints somewhere, but... it can't be!" Nael, all fired up, immediately shifts his gaze to the body of water and barely manages to call you back in time.

The moment you reach the lake shore, a sinister gurgling rises from the depths of the lake and a nauseating mist begins to condense on the surface of the water. You quickly move backward when the enormous silhouette of some beast appears threateningly in the mist. The monster slowly emerges from the cloud of steam waving its huge scaly fins like large coral-covered wings. Until now, you had believed that such a beast only existed in the pages of ancient books.

"An Orouxen!" Nael shouts.

CONCLUSION

"The dragon of the abyss".

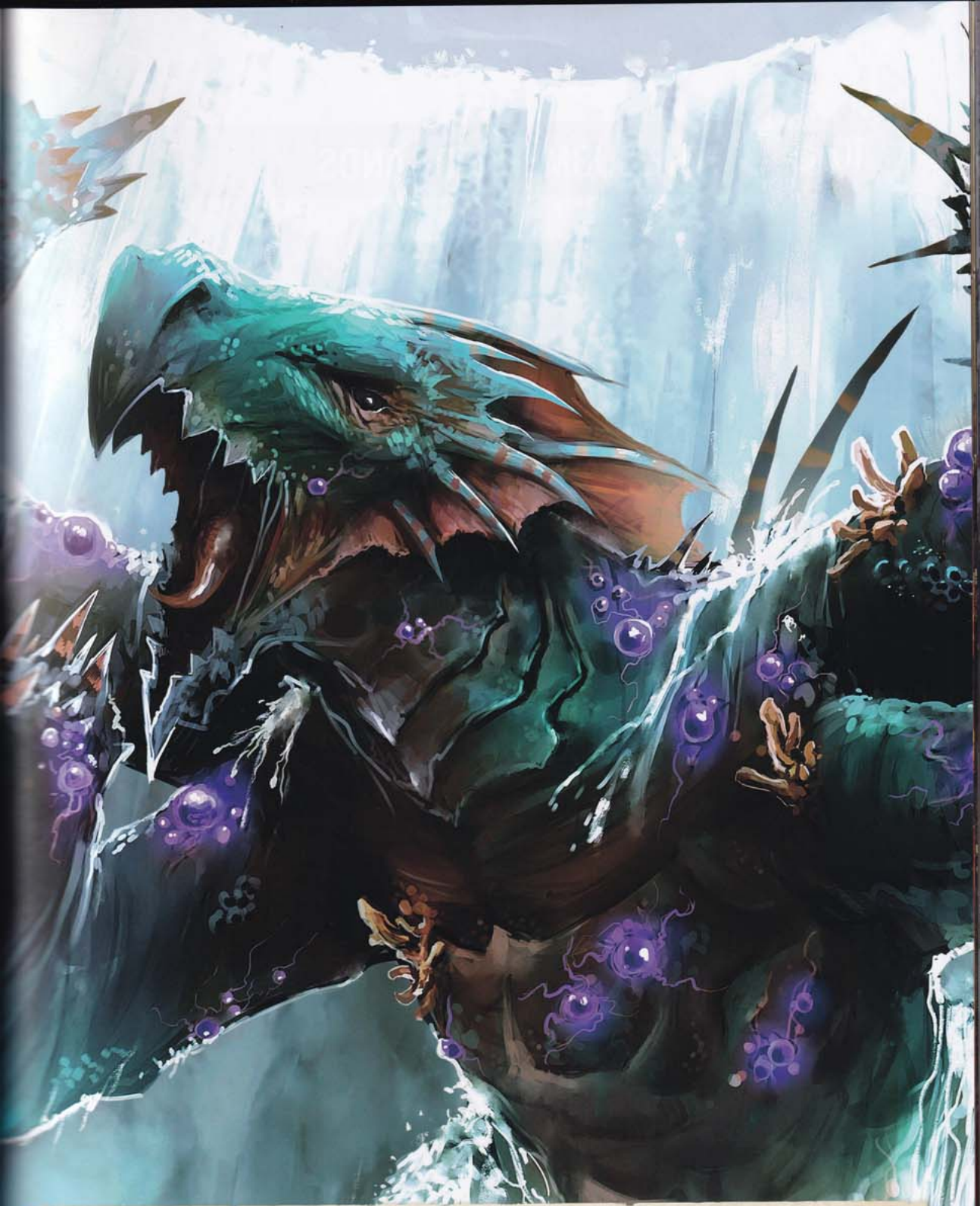
You collapse on the ground next to the muzzle of the beast.

"The first generation of hunters, many years ago, had found traces of the ancient presence of these creatures. We thought they were extinct..." says Nael looking at the carcass in fascination.

You linger a while to examine the purple scales of the Orouxen until the Prime Seeker calls you over to him.

"I found a passageway," he says, waving his hand.

You follow it, continuing your exploration through a narrow corridor that terminates in a large chamber illuminated by a colony of bioluminescent coral. The scene that opens up before your eyes is nothing short of extraordinary: above you, on the rock, is a painting of the celestial vault into which numerous colored crystals have been set to represent stars



and constellations. With your eyes filled with wonder, your gaze traces the lines that connect the points of light. The shape of the constellation in the center of the vault resembles a dragon spreading its large wings.

"The Celestial," Nael says, looking around enthralled by the sight. "It is not the first time that I have seen those gemstones and those shapes," the Prime Seeker adds, as he recognizes the various constellations, "the Tecli people represented the stars in the same way... Constellations that we are unable to identify today... Which seem to have disappeared into the darkness of time," he concludes in a whispered voice.

The cold, pale light that radiates from the coral glitters off the stars in the celestial vault, giving the room an ethereal appearance. A starry sky on the seabed.

Quest rewards on page 108

10 THE SUBMERGED LANDS

Orouxen miniature

2x Sand

1x Plateau

1x Beathanis

2x Water

1x Brush

1x Synaerea

SPECIAL RULES

Debility cards: Each player has a reserve of 4 Debility cards associated with their hunter (see the matching class icon on the card back).
Keep these cards close at hand and use them when instructed by card abilities over the course of the game.
Debility cards are explained in detail on page 96 of the *Rulebook*.

INTRODUCTION

You paddle in silence over the waters that have flooded the Riverlands downstream of Woltyar after the tidal wave. Nael believes it was caused by the same impetuous forces that produce the whirlpools off the coast in the Teal Sea. You remember the region as a mosaic of islets and atolls, covered in lush and abundant plant life. Green tree canopies shaded the banks of rivers and lagoons. With waterfalls and rapids, the constant sound of flowing water reverberated throughout the land. Now, all you can see in front of you is a flooded plain. In lightweight boats, you pass by tree fronds floating in the saltwater as if pretending to be seaweed.

"What are those?" Nael, who is on the mission with you, asks while leaning over the edge of his boat.

He points to something beneath the surface of the emerald water. Fragments of precious objects have been washed up by the tidal wave and you can now see them sparkling in the rays of the midday sun. The flood also shook the earth itself and uncovered ruins that had sunken into the damp soil of the region over the centuries, and you glide past broken columns and fragments of ancient statues lying underneath your boats.

To the west, where the region borders the land around Woltyar, the water level drops, and you continue on foot. Ever since the volcano has reawakened, lazy rivers of lava have been flowing down from the hills in front of you, cooling on contact with the soaked earth, and emitting stifling vapors.

"There is no memory of such frequent and destructive natural events in the chronicles of Alborea," Nael says, holding his cloak in front of his mouth so as not to breathe in the fiery fumes that you are walking through with some difficulty, like sleepwalkers.

Through the coils of steam in front of you, the outline of a gigantic face appears – the head of a broken colossal statue emerging from a marsh. However, another imposing, murky shape detaches itself from the shadow cast by the stone head. You see a tail waving in the dense air, while the ground, which has already been scarred by lava, trembles under the heavy footsteps of an Orouxen, the dragon of the abyss.

CONCLUSION

The mortally wounded Orouxen slumps onto the waterlogged ground, under the gaze of the colossal stone face. A light, salty breeze blows away the damp fog, and you examine the sculpture. The features are feminine and seaweed has grown on her chipped stone hair, waving about in the shallow water. Sea waves have been carved into one of her cheeks and large, long-pointed stars have been added around her eyes. You climb up to the face and see that the eyes are hollow and empty, and there is still some sea water left in them.

"There's a treasure in this eye," Nael points out.

At the bottom of the water-filled cavity, shines a pearl as white as the moon, trapped there during the tidal wave. The pearl illuminates the empty eye socket, and the water runs around it, creating small whirlpools, as if its pale, lunar light has attracted the water and made it dance. Incredulous, Nael dips

his hands into the water-filled eye and picks up the large pearl. The water in the empty eye socket stops swirling, but the pearl continues to emanate a captivating milky light.

"In the Krismari legends, it is said that the starry sky of Thyrea was a treasure chest full of secrets that shone in the night like glowing gemstones. Only the Celestial Dragon understood these mysteries and could wear them like multicolored jewels that transformed their hues with the changing of the seasons and the passage of time..." says Nael pensively, "...and according to a prophetic myth, there will come a night when these jewels will finally be stolen from the night sky."

Quest rewards on page 108

11 THE CITY OF REMEMBRANCE

Kharja miniature

2x Rock

SPECIAL RULES

Damaged sectors: In this scenario, players will be instructed to place damage tokens in specific sectors on the board to indicate they have been damaged. Damaged sectors have no inherent effect in the game, but some *Kharja's* card abilities will reference them.

INTRODUCTION

Under the expert guidance of Nael, you make your way through a blanket of smoke as you climb the steep slopes of the foothills of Woltyar. You advance in silence under the volcano's suffocating mantle of heat while the incandescent air burns in your nostrils.

You are almost at the point indicated by the seekers when you see a large opening carved into the rock in the distance. A flame flutters under the arch and burns with such intensity that it seems to support the weight of the entire mountain. Behind the fire, through the entrance, you can just about make out some strange structures: massive black towers like macabre echoes of a forgotten past.

Upon your approach, the flame guarding the entrance leaps up like a scourge of fire that cracks with a dull, guttural sound similar to a roar. In front of you, silhouetted by the smoke and ash that fills the air, the incandescent shape of a Kharja suddenly appears.

Like an indomitable spirit that has emerged from the depths of the earth, it reigns over that place, flicking its tails in the blistering air as its eyes burn like raging infernos.

CONCLUSION

Woltyar bellows violently and you feel the earth tremble at its call.

You look away from the creature's lifeless body to the mysterious interior space that lies beyond the arch. A labyrinth of towers spreads out in all directions into the depths of the mountain, illuminated by the light of the volcano. Nael uses part of his cloak to cover his face and makes his way through the arch.

Just over the threshold, you are greeted by an enormous, black dragon with an incandescent heart painted on the ceiling. An inscription in the rock bears some ancient runes.

"This is the same form of writing found in the other ruins," Nael says, adjusting his glasses on his nose, "it is not really all that different from the runic writing system used by our ancestors, which, after some study, we are now beginning to decipher."

"The City of Remembrance... Home of the Woltyar Bloodline," the Prime Seeker translates for you.

As you proceed down the lava rock steps, you note that the landscape before you is dominated by tall, black, austere towers, now crumbling with age. Their presence is majestic and powerful; it instills fear in your hearts yet fills you with fascination at the same time. The roadways that separate the buildings descend into the depths of the earth, interwoven like a serpent's nest.

"An ancient necropolis built inside Woltyar," you ponder aloud as you reach Nael inside one of the towers. On the ceiling, there is a depiction of a pair of scales surrounded by intertwined plants and accompanied by symbols that none of you can decipher. In the center stands an enormous black stone statue of a man with a long, elegantly styled beard. In his hands, he holds a tome with dusty, yellowed pages.

"This is coming home with us!", Nael says and suddenly leaps forward to grab it.

At that moment, the volcano unleashes its bilious voice again, along with disturbing tremors from the earth. With a loud rumble, the rock walls start to shake and some boulders break loose from the ceiling. Another rumble is followed by an almighty crash that rings out in the thick, hot air. You feel the floor shake and realize the entire city is swaying. Its time has finally come.

"Get out of here, now!" shouts the Prime Seeker, and you rush along with him out of the mountain, taking just one last look inside.

The black towers crumple one on top of the other, engulfed by rivers of lava, and the entire City of Remembrance collapses and sinks even deeper into the memory of the earth. The secrets it concealed vanish along with it, destined forever to fiery oblivion.

Quest rewards on page 108

12 ANCIENT KAER MAGA

Dygorax miniature

2x Rock

2x Sand

1x Wildmaw

SPECIAL RULES

Dust tokens: This scenario uses dust tokens. Keep these tokens near the board and use them when instructed by card abilities during the game.
Dust tokens are explained in detail on page 95 of the *Rulebook*.

Hardening track: Set the hardening level to 0 by placing the corresponding marker in the ▼ space on the Hardening track.
The Hardening track is explained in detail on page 95 of the *Rulebook*.

INTRODUCTION

Wrapped in white cloaks to protect yourselves from the sun, you make your way, along with Emera, through the desert expanse of the Sunset Plains, heading toward one of the rocky massifs. The dry, barren uplands of the Red Peaks dominate the plains, set ablaze by the yellow light of the midday sun. Nature refuses to carpet these lands in green: the parched ground has split, creating a spider's web in the arid soil, which cracks under your footsteps and becomes fine reddish sand.

"We need to map the area around that peak," Emera tells you, her eyes reddened by grains of sand carried on the wind.

The march through the dunes is becoming increasingly strenuous, and the gusts of wind are getting more and more intense. A shadow begins to appear on the ground in front of you, which gradually grows larger. You run to the nearby massif to seek shelter, but with an ear-splitting screech, a great ivory-horned wyvern begins to flap its amber-colored wings furiously. The wind changes direction and whirlwinds of air suddenly form, sucking sand and pebbles up from the ground: a tornado begins to shift the sandy soil, designing new curves for the desert.

You push Emera and the seekers into a rocky ravine to protect them and jump into the eye of the storm.

The monster swoops down to the ground, letting the storm it has created continue to stir up the air and sharp sand. When the Dygorax spits the first jet of fire, you jump over the flames and seek out its flesh with your blades.

CONCLUSION

When the flame burning in the Dygorax's chest is finally extinguished, you run to Emera and her seekers, who are struggling to re-emerge from the cave in which they had taken refuge. As she shakes off the sand, Emera's eyes widen in surprise, and she shoots forward.

An entire sand dune, which once loomed against the horizon, has been swept away by the storm unleashed by the monster, now revealing something that has been buried beneath it for centuries. Standing proud on the sandy ground are the branches and majestic trunk of a thousand-year-old tree, tempered by the heat. Its bone-white bark gleams in the sun and its thickly woven branches are silhouetted against the sky. Next to it, the seekers move about like tiny, bustling insects.

"This is just the top of the tree, it's still half-buried in the sand," says one of the seekers in the squad.

"Look at this trunk," Emera calls out to you all, in a stunned voice.

You walk around the massive trunk and find the archaeologist in front of a point where the faded wood curves and bends, creating depictions of countless human faces and the ferocious heads of unknown beasts. The faces seem to be straining to push out from within the heartwood of the tree, but it is as if they are unable to cross the boundary of the dry bark.

"We will excavate in order to study this tree. Let's start setting up camp."

While Emera guides her scholars, you take a look around to see if any other wonders have re-emerged from under the sand. You go back to the Dygorax's carcass and allow a trickle of its scalding-hot blood to fill a vial. You feel dizzy at the thought of the lost world of the Tecli, which has slid down into the sand and into oblivion.

Quest rewards on page 109

13 QUEEN OZEW

Ozew miniature

2x Rock

1x Beathanis

SPECIAL RULES

Behavior deck setup: Leave *Ozew's* Lightning behavior card out of the behavior deck. This card is considered to be out of play until a card ability instructs you to interact with it.

Rumble deck setup: Shuffle *Ozew's* rumble cards to form the rumble deck and place it near the monster board. Rumble cards are special cards unique to *Ozew*. They are explained in detail on page 96 of the *Rulebook*.

Swarm deck setup: Shuffle *Ozew's* Swarm cards to form the swarm deck and place it near the monster board. This deck of cards is considered to be out of play until a card ability instructs you to interact with it. Swarm cards are explained in detail on page 97 of the *Rulebook*.

INTRODUCTION

"According to a Tecli prophecy, a storm will rise from the north which will devour heaven and earth, and bring an end to the world of men," explains the Commander, pointing to the north with the tip of her spear. "If there is even the slightest possibility that this is the storm the ancients spoke of, we must try to stop it," she concludes in a resolute tone.

The airship judders forward as it rides the wind in the direction of the peaks of the Three Spears, on its way to meet the purple-hued, lightning-charged clouds of the Everlasting Storm. Each lightning bolt illuminates the black silhouettes of the monstrous insects that fly in formation in a menacingly dense cloud. Not long ago, no ship was able to navigate the skies around the Three Spears, but thanks to Jasiver's invention and the Arkeum-infused fuel, you manage to stay on course.

"We'll be entering it soon!" Reja tells you. "As soon as we get inside, I want all eyes peeled so we can find the entrance to the nest. The ship will attract the Swarm, while you go in to hunt the Queen."

She stares at you with her silver eyes to see what emotions are stirring in you.

"I have faith in Jasiver and in you, too, hunters," says Reja.

The ship plows deeper and deeper into the clouds, the creaking of wood and ropes being pulled tightly gets increasingly frequent, as does the force of the air currents roaring against the hull.

On deck, you are pummeled by a shower of lightning, thunder, booming crashes, and deep roars coming from the cumulous clouds towering all around you. The first hideous insects of the Swarm begin to dive-bomb the airship, while the captain and Commander both hold tight to the rudder. You cannot hear a thing: a deep, rhythmic pulsation fills your ears, getting more and more intense, as if the storm were alive, as if it had a beating heart.

"There it is! That way!" Reja shouts loudly to try to make herself heard over the thunder. Engulfed by dense, purple clouds, you abruptly emerge from the storm when the ship suddenly comes about, and the anchor is dropped. The impact of the heavy metal on the rock causes the airship to lurch violently downward. You jump off and run down a tunnel while the crew and Commander engage the Swarm.

A little further on, you see the entrance to the nest overlooking an enormous cavern. Inside, the walls are covered in rocky hexagonal cells, filled with shapeless larvae, and coated with a viscous substance. On the ground, like a layer of gold dust, fine fragments of Ozew wings crackle beneath your feet, but along with that sound, you can hear a new vibration, which is getting more intense.

From the dark end of one of the tunnels, a myriad of lightning bolts begins to flash, and a wave of insects flies directly at you, quickly overwhelming you. You see a large, dazzling horn, crisscrossed by flashing electrical discharges, emerge from the depths of the nest, followed by two narrow, shining eyes staring at you hungrily: the Queen Ozew.

CONCLUSION

As soon as the Queen falls to the ground, one last shock of electricity pulsates through the nest, absorbed by the sticky paste covering everything. The insects that are still alive buzz confusedly in and out of the nest: without the Queen, the Swarm no longer exists. Some of them launch into devouring the larvae, others attack each other. According to the seekers, only the Queen Ozew has the ability to create and command the Swarm, keeping it together as if it were a single machine, one single monster.

You leave the nest and find your wounded but euphoric companions as they are looking up at the sky. You can see the Three Spears liberated for the first time from the cage of lightning that had always enveloped them. As if to set a stamp of approval on your victory, a heavy shower of rain falls on the ground of the battle site, washing away the monsters' slimy drool. The seekers prepare to set up research camps to explore the area, while on the horizon, the bereft Ozew buzz away, scattering throughout Thyrea.

On the flight back to Alborea, you approach the Commander on the ship's deck.

"Did you also feel that insatiable strength and desire within the storm? Something is wrong..." she says as she looks gloomily at the leaden sky and black clouds that still surround the Three Spears. "There's something more ancient at work over those mountains," she tells you worriedly, "we've caused the Ozew Swarm to disperse and that will give us access to the mountains... But something tells me it's not over."

You wonder if the shadow over the Three Spears will ever clear.

Quest rewards on page 109

14 THE DRAGON WITH A THOUSAND FACES

Dygorax miniature

2x Rock

2x Sand

1x Wildmaw

SPECIAL RULES

Dust tokens: This scenario uses dust tokens. Keep these tokens near the board and use them when instructed by card abilities during the game.
Dust tokens are explained in detail on page 95 of the *Rulebook*.

Hardening track: Set the hardening level to 0 by placing the corresponding marker in the ▼ space on the Hardening track.
The Hardening track is explained in detail on page 95 of the *Rulebook*.

INTRODUCTION

You are marching along the narrow path that steeply descends into the gorges of the canyon, while the seekers are sharing their discoveries with you.

"We had identified this place before the Felaxir's attack and some of us had been drawn to it," says one of the seekers, looking down over the ledge of the path.

You leap over the ledge, landing safely on the sandy bottom of the gorge. You glance at the Keeper, who has been impatient to reach the wall.

"Years ago, during my last mission as a hunter, I found myself in this region. There was a fight to the death, and I ended up lying unconscious on the ground. That is all I could remember, until a few days ago," the Keeper tells you, feeling your curiosity grow.

"When this place was described to me, fragments of my memory began to resurface. Before my eyes, I remember seeing a crowd of faces, made up of men and women I didn't know and terrifying monsters. They were moving, I couldn't focus on them. In that moment, believe me, I perceived the vastness of time and the past of the world in their eyes. I remember getting lost in that sensation, and wandering for who knows how long in the desert. A group of Seekers found me exhausted and brought me back to Alborea," he tells you. You did not know his story, and now you walk as impatiently as he does.

From below, the canyon looks like a colossal sculpture of a stormy sea that has been petrified for eternity. Rays of light filter through the waves of red rock and thin cascades of sand rain down as they are blown by the wind on the top.

You continue forward through the walls of sinuous clay on either side until the gorge widens into a large natural amphitheater. Everything converges toward the high wall of red and gold sandstone where you finally see the blurry images of countless monstrous faces, muzzles, and snouts.

You make your way down toward the enormous painting, but suddenly a burst of flames shoots across the gorge, sets the arid shrubs ablaze, and isolates you in a circle of incense-scented fire. The black silhouette of a dragon in flight casts a shadow over the ground. Dygorax nervously moves its head, armed with pointed horns that are as dry as bones that have been picked clean and bleached in the sun. It spreads its wings, glowing like the fire forming in its throat, and rains down on you all.

CONCLUSION

At the end of the fight, the Keeper impatiently climbs over the incinerated shrubs and approaches the painted wall. He walks slowly in front of the images, looking at the faces of men superimposed on one another, with grotesque features, sunken eyes, and grinning mouths. There are no traces of brushstrokes packed with colored paint. The faces seem to have been stamped onto the rock by blowing clouds of impalpable pigment. Between one human visage and the next, the mouths and muzzles of monsters with elongated horns and fangs can be seen, just as deformed as the human faces, as if the whole thing had been drawn by a child.

The Keeper raises an arm and stretches toward the rock with his fingertips, hesitates, takes a breath, and then touches the painting. His eyes roll back in his head showing only the whites, his hand presses against the rock as if trying to push through it, and his lips move slowly as though he were murmuring something. Slowly, his face contorts into a grimace of pain; he grinds his teeth and, with some effort, tries to pull his arm away. He finally breaks contact. You quickly hurry to help him, ushering him to lie down on the ground. Through labored breaths, he tells you: "I saw it being born here... The power of the Ancient is imprinted on this place, and this is how my visions began: its Voice opened the doors to Thyrea's memory for me."

Quest rewards on page 109

15 STRANGE CRYSTALS

Felaxir miniature

2x Rock

1x Cyricae

SPECIAL RULES

Special attrition cards: Remove two base attrition cards with an attrition value of 1 from the attrition deck, and add in *Felaxir's* special attrition cards instead.
Special attrition cards are explained in detail on page 98 of the *Rulebook*.

INTRODUCTION

You climb up the side of the Crystal Plateau with some difficulty. On the ground beneath you, the camp set up by Nael is teeming with seekers, but from your current vantage point, it is merely a dot on the bright sand of the Salt Desert.

You reach a large crack in the rock, outlined by crystals, as if they were thorny briars – the entrance to the tunnels.

"These gems grow from the depths of the earth like plants, and they sprout on the bodies of the creatures that inhabit the region, as if they were part of their skin," says Nael, as you walk through the entrance and along one of the tunnels.

The gleaming light reflected on the polished surface of the crystals runs along the walls, creating a trail of pearlescence that guides you in the dark. Deep inside, the crystals spread out over the rock walls like ivy. Crystals emerge from the ground like flowering plants, creating a luminous labyrinth of sharp obelisks.

"The Keeper had a vision of the plateau: a shower of stars fell from the sky; one of them hit Thyrea, right here," Nael explains, while detaching a splinter of colored glass with a chisel. "From what we know, the ancients who mined these crystals were expert observers of the sky. They studied the celestial vault and mapped the constellations..." he tells you as you look raptly at the light glowing in the center of a large crystal fragment.

Without warning, you are overwhelmed by an uncontrollable instinct telling you to turn around. The raspy breathing of lungs as big as bellows rumbles through the underground chamber and, from the bottom of the cave, a multitude of ravenous eyes approach, swaying back and forth like blue lanterns in the darkness.

You light a torch – fire is the arch-enemy of desert wolves. Suddenly, the shadow of the monster is projected onto the wall, and you can see the silhouette of the large crown of crystals on its back, its nine tails swaying sinuously to distract its prey, and its powerful claws scratching the ground. It is not just any wolf. The stories about this place speak of an ancient species that dwells in the caves and lurks in the darkness, awaiting its prey: Felaxir, one of the large pack leaders.

CONCLUSION

Short of breath, you shake off your clothes, now covered in glass dust, which scratches your skin with every movement you make. The turquoise sparkle in the Felaxir's eyes goes out as you approach the monster's body to break off some splinters from its crown.

"It seemed as if the color of its crystals changed just before you moved," Nael says, still agitated by the ordeal, as he fumbles with his bags.

You think back for a few moments to those sparkling reflections. In a whirlwind of overwhelming emotions, it was as if you could see the reflection of something in those gems: narrow, squinting eyes like small, glimmering blue slits, pointed teeth, and a chest swollen with anger and power.

You shake off the memory of the fight and hear the voice of the Prime Seeker, who has gone back to focusing on the

objectives of the mission at hand: "From here, we will descend into even deeper tunnels. If we defend the entrance and fence it off with fire, the area will be safe, and the search teams will be able to explore further down." Nael pauses and approaches the stone arch that leads to the crystal abyss.

All around it, you can make out an inscription in an ancient language, carved into the rock and set with gems; slowly, Nael translates the text: "In the light of the stars, we see the shadow of what shall come to pass."

If the current chapter is Chapter 8, please also read below:

As soon as Nael finishes speaking, the stone arch begins to creak and show signs of strain. A large crack appears and runs from the arch across the entire ceiling, creating an open wound in the rock. An iridescent dust of powdered crystal rains down upon you.

"Everyone, get out, now!" shouts Nael, and you all skid and slide as you race through the tunnels toward the light.

Quest rewards on page 110

16 THE SANCTUARY OF THE STORM

Ozew miniature

2x Rock

1x Beathanis

SPECIAL RULES

Behavior deck setup: Leave *Ozew's* Lightning behavior card out of the behavior deck. This card is considered to be out of play until a card ability instructs you to interact with it.

Rumble deck setup: Shuffle *Ozew's* rumble cards to form the rumble deck and place it near the monster board. Rumble cards are special cards unique to *Ozew*. They are explained in detail on page 96 of the *Rulebook*.

Swarm deck setup: Shuffle *Ozew's* Swarm cards to form the swarm deck and place it near the monster board. This deck of cards is considered to be out of play until a card ability instructs you to interact with it. Swarm cards are explained in detail on page 97 of the *Rulebook*.

INTRODUCTION

"There was an inscription on one of the menhirs near the ruins of the colossus, downstream of the Goldarks. In ancient times, it was used as a landmark for those seeking the Sanctuary of the Storm. It spoke of 'travelers' and said that they could train there in the Zarka way, by listening to 'the voice of the Indomitable in the storm'," Marh, one of the seekers leading the expedition, tells you.

"I can see the entrance archway – we're here!" Hedi, who has shot off ahead of the group, alerts you.

Blown in the wind, some pipes made of Arkeum hanging from the arch vibrate with a flute-like melody as you pass by. After the long march over the mountain, persecuted by the rumbling thunder crashing on the Three Spears in the distance, the serene silence in the garden of the abandoned temple provides you with welcome relief.

"What an incredible variety of herbs!" you hear the fascinated seekers remark to each other.

"We've studied the flora of Thyrea for a long time, you know," Hedi tells you, as if trying to justify their enthusiasm.

In the center of the garden, the ancient Zarka people built a towering metal structure that included pipes, ropes, and numerous hollow sections, which are filled with air and played by the wind blowing at the top of the tower. This melody follows you as you explore the rooms in the temple. Red vines creep vigorously through the grand halls, which are open to the valley below, punctuated by imposing columns.

"Look!" says Hedi, while examining the golden bas-reliefs that decorate the columns. "Here, there are people playing music in a circle during a storm," she says, pointing to some figures holding drums, flutes, and harps. "Look at these lines. It's a ritual that combines music, the storm, and human beings."

Marh, standing close by, calls out to you.

"Look here – there's a solitary figure sculpted in meditation on the top of a mountain in front of a sea of lightning-filled clouds," Hedi says, standing so close to the relief that she touches it with her nose. As you listen to her, your attention is focused on the wide arches, which, at that altitude, make it possible for you to keep a watchful eye on the sky. Recently, the Swarm has stripped the region of all resources. Now the Ozew nervously patrol the northern skies and swoop down to the ground to feed on anything they can shatter with their pincers. Hedi's words are mixed with the sound of the wind harp being played by the breeze in the garden. You feel the melody harmonize with something that seems to be awakening in your unconscious. You feel full of energy, as if you now have a flame burning deep in your chest that is ready to burn everything it encounters.

"Look out!", shouts Marh suddenly.

Like a bewildered jumble of legs and lightning bolts, an Ozew zips through the hall. The bolts of electricity emitted from its horn electrify the columns, which crack and begin to collapse. You run into the garden and gather under the harp, which resonates harmoniously. While savoring the energy this music transmits to you, you get ready to take the first shot at the ravenous Ozew that has landed in front of you.

CONCLUSION

The last flashes of electricity dance across the Ozew's broken horn as the final spark of life leaves its body, while its legs and wings, riddled with arrow holes, crumple in on themselves like dry leaves.

"We owe you our lives. We really hope we can repay you one day," Hedi and Marh thank you, as they put the herbs they have collected into their bags.

You talk amongst yourselves and soon realize that you all experienced the same sensation during the battle. With each note from the Arkeum harp, a secret reserve of energy seems to have been released from within you and permeated your entire body.

"We need to figure out if it's the music, the strength of the wind, or the Arkeum the harp is forged from," Hedi theorizes.

You take shelter in one of the halls in the temple and there you find a large antique tapestry. Embroidered on the tapestry is a map of the Dragon's Ridge and Goldark Mountains, where the Zarka clans lived. The cloth is torn in several places, but the central design can still be made out. Between the Arkeum-veined black mountains of the Goldarks, a scroll is depicted with the words 'City of Aurum, Throne of the Dragon.'

"Does that scroll indicate... a waterfall?" Hedi says pensively.

"It must be a city under the mountain... and the entrance could be behind the Giants' Waterfall!" Marh exclaims enthusiastically.

On your way back, you gloomily observe the streaks of Arkeum running through the Goldarks, wondering what power lies behind that bewitching glitter and what the price for understanding it may be.

Quest rewards on page 110

17 A FLOWER IN THE MIST

Vyraxen miniature

1x Cyricae

1x Beathanis

2x Brush

1x Water

INTRODUCTION

You walk slowly and cautiously on the dew-drenched grass, enveloped by the thick, moist embrace of the sulfurous vapors. As you look around, the shrubs and plants of the undergrowth sway in the torpid air like the ghosts of days long forgotten. The Crimson Forest covers you with its fire-red mantle. The sounds are muffled and the heat becomes increasingly intense as you approach the location of the hot springs.

"The flower grows in thermal pools, under the protection of Woltyar," says Nael, quoting from the ancient tome of the Krismari.

"This is it," Nael says as he waves his hand and stops abruptly.

Numerous limestone pools filled with steaming water have formed what looks like a grand staircase descending the mountainside like the steps to a temple over which the crimson trees stand watch like guardians.

"The Dragon's Nostrils," the seeker announces.

You do not even have time to admire the view before a violent gust of wind whips through the stillness of the place. You look up to see an adult Vyraxen flying over the area. It has smelled your presence.

The veil of mist is torn asunder, and the cracking noises of branches being snapped resound with a gut-wrenching echo through the forest. A gash opens in the red canopy and a tongue of flame begins to make its way through the foliage of the trees - the crimson dragon swoops down on you.

You dive into the bushes, scattering in all directions to avoid colliding with it. The monster lands, planting itself on the thermal rocks, cloaked in flames. The water from the springs starts to boil in response to the monster's fury, and an extremely tall, thick blanket of steam fills every corner of the forest. In the opaque curtain of mist, you can make out the menacing shadow of the Vyraxen. The treetops vibrate to the roar of the beast like innumerable flames that have been lit to fuel the predator's rage.

CONCLUSION

The Vyraxen's blood gushes out and stains the hot spring red. The fetid smell of sulfur and death fills the thick air. The large pool where the body of the beast lies now seems to contain only steam. The hot water has vanished like the life from the monster's body.

Among the dark, slippery stones, you catch a glimpse of Nael kneeling, staring at a slender, long-stemmed flower with large coral-colored petals. It seems to belong to somewhere else, somewhere entirely alien to the violence surrounding it: a bud of beauty concealed from death and protected for who knows how long by the fog.

"The last specimen of the sulfurous flower, Niphresia," Nael tells you, with a slight smile, "the Krismari people were right... for a short time, its scent transports the mind to places where the eyes of death cannot find you."

Quest rewards on page 110

18 THE HALLS OF REMEMBRANCE

Toramat miniature

2x Rock

1x Beathanis

2x Sand

1x Plateau

2x Wildmaw

SPECIAL RULES

Behavior deck setup: Leave *Toramat's* Crashing Charge and Out of Control behavior cards out of the behavior deck. These cards are considered to be out of play until a card ability instructs you to interact with them.

Dust tokens: This scenario uses dust tokens. Keep these tokens near the board and use them when instructed by card abilities during the game. Dust tokens are explained in detail on page 95 of the *Rulebook*.

Hardening track: Set the hardening level to 0 by placing the corresponding marker in the ▼ space on the Hardening track. The Hardening track is explained in detail on page 95 of the *Rulebook*.

Special attrition cards: Remove two base attrition cards with an attrition value of 1 from the attrition deck, and add in *Toramat's* special attrition cards instead. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

INTRODUCTION

Marching between precipices and ditches, your feet rub against the parched earth of the canyon. You descend into a deep ravine where the narrow walls provide shade, while up above, the dry wind blows over the Sunset Plains and the sun burns both rock and skin. Emera follows the path indicated by the seekers but stops every now and then to observe the carved red rocks.

With your eyes on the ground, you notice numerous paw prints in the clay on the path. You move to the front of the squad and suddenly, a clamor of shattering crystals rings out through the gorge. Beyond the last rocky indentation, you spot a Toramat charging against a Felaxir, which has invaded its territory. Like a blow from a hammer, the Toramat's rock-hard tail reduces the crown of sharp crystals on the head of its exhausted opponent to dust, and with one last charge, the Felaxir is knocked to the ground. You approach to observe the scene as the Toramat pounces on the chest of the great nine-tailed wolf.

Suddenly, it stops and sniffs the surrounding air. It has caught scent of you. Furiously, it blows out steam from its nostrils and charges.

CONCLUSION

You climb over the Toramat's carcass, boiling hot like the sand of the Sunset Plains, and continue your march through the winding gorges of the canyon. A ray of light filters through the rock walls, and in a shadowy corner you catch a glimpse of a large wooden door.

"This is it – the holiest temple of the Tecli civilization," announces Emera.

Using all your weight, you force open the doors and go inside. The hall is enormous, carved entirely out of amber-colored rock. A few cracks in the ceiling allow light to filter through, illuminating the thin layer of golden sand that has settled over everything throughout the centuries. In the center of the great hall, there is a sculpture of a man with a wizened face, wearing the armor of a warrior, seated as if in meditation. His back is straight, and his muscles are well-defined beneath his sleek armor.

"That's an interesting trick of perspective..." says Emera, captivated, as she walks around the statue.

On the wall behind him, there is a painting of a dragon with its wings spread. On its body, you can see both human and beastly faces, their wide-eyed gazes looking back at you.

"Seen from here, the wings seem to rest on the man's shoulders, as if they were his own," the archaeologist muses aloud.

You look around and all the walls in the room are painted. Some of the designs are colorful and vivid, while others seem darker, as if many painters had worked in succession and the feelings of each had been imprinted upon the rock.

"This is not the title of the painting," Emera points to the ideograms of the ancient language beneath the images, "it's a numbering system! These images are depictions of past events... it is an archive of what they observed in their visions," she concludes, fascinated.

The more remote the event is in the distant past, the more stylized the figures are and the more difficult the shapes are to interpret. In most of the paintings, the figures seem to be in harmony with each other and with nature. It seems that mankind dominated the island of Thyrea for a long time in the past – there were no monsters, and the Three Dragons are always depicted as if watching over civilization from afar. How did such a peaceful existence come about?

You continue your exploration into the Halls of Remembrance, and as you peer at the wall, you notice ancient weapons, on display like relics. One of them stands out: a whip hung on the wall, all twisted up like a mummified snake. Then a voice comes from the chamber ahead of you.

"Come and see! The spear in the painting is the same as the one preserved here!" exclaims a seeker in the hall, pointing to the image of a colossal monster that takes up the entire wall.

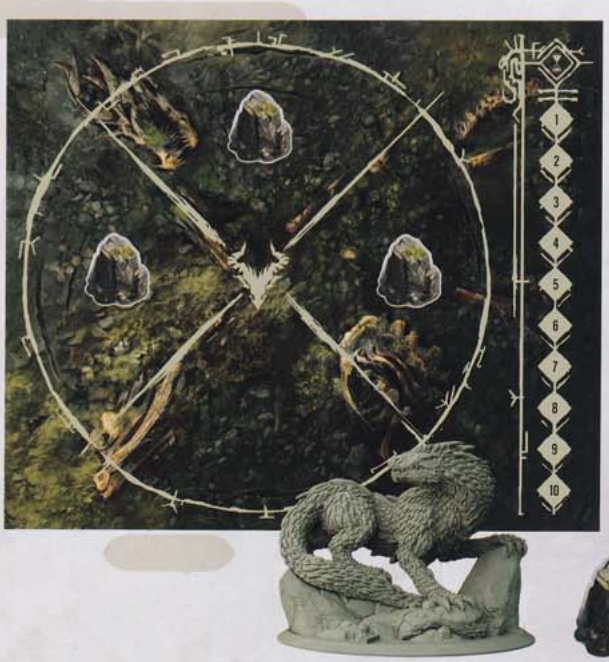
Its shape resembles that of a dragon, similar to the Three Dragons that Nael is studying, but this one is more imposing and disturbing. It is depicted in the moment when a man is plunging a sharp spear into its body. Its jaws are wide open for one last roar, silently captured in paint, but it seems to reverberate abrasively in your head. Its fiery eyes are animated by a primeval fury as if all the violence of nature converged in the beast. In the painting, three warriors pursue the dragon in battle, and the whole scene is squeezed into a frame of storm clouds, which fade into the cold rock of the room.

"There's the inscription..." Emera has arrived, pushing her way forward to translate the symbol at the foot of the large painting. "That's what we've been searching for," her tone turns somber, and she articulates her words slowly: "Our origins."

You turn around and the spear is right in front of your eyes. Perfectly preserved, it rests on a stone pedestal in the center of the room. Neither rust nor sand seems to have corroded it. You look at it in rapt fascination. Standing before that weapon, your hearts skip a beat in unison. The whole story of mankind on Thyrea is linked to the tip of that spear, which you imagine being sunk into the blood and heart of that monstrous dragon. It seems like a fate both terrible and majestic vibrates on that blade.

Quest rewards on page 111

19 THE THRONE UNDER THE MOUNTAIN



Hurom miniature

3x Rock

SPECIAL RULES

Arkeum tokens: This scenario uses Arkeum tokens. Keep these tokens near the board and use them when instructed by card abilities during the game. Arkeum tokens are explained in detail on page 97 of the *Rulebook*.

Special attrition cards: Take *Hurom's* special attrition cards and place them near the monster board. These cards are out of play until a card ability instructs you to interact with them. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

INTRODUCTION

The sun has not yet risen over the Goldarks. The trail you are following runs through the damp woods that cling to the black rock of the mountains. At this altitude, the low clouds creep through the pine trees, which are beaded with dewdrops like your armor.

"In my vision, I flew to the Giants' Waterfall. I clung onto the shoulder of one of the colossi flanking the falls and then passed through the water into a tunnel. I made my way down into the tunnel until I was blinded by the dazzling light of golden Arkeum. The entire chamber was full of it," the Keeper tells the Commander, who are both marching with you.

The Commander nods as she prepares to scale the colossus.

"It is important to remember that Hurom are attracted by the most substantial lodes of Arkeum and, therefore, to our destination. Everyone is to stay on high alert," the Commander tells you.

On the enormous mass of black rock, you search for secure handholds in the stone, and your hands grip on to the deep grooves etched into the rock by the claws of a Hurom. You plant your feet where the rock seems to have been rough-hewn in the shape of steps, now smoothed by centuries of rain and wind. They form a small staircase that starts at the shoulder of the colossus, continues up the rock wall, and winds along behind the waterfall.

You follow the steps, pass through the sheet of water, and find yourselves in a large cave behind the waterfall. There, the black rock of the Goldarks is crisscrossed by innumerable golden veins that all seem to plunge down into the tunnel at the back of the cave. The entrance is framed with an inscription in an ancient language. The Keeper translates it for you: "The City of Aurum, Throne of the Dragon".

You take a step toward the mouth of the tunnel and hear crunching under your feet from silver scales scattered on the ground. At that same moment, the sun rises over the mountains; its light filters through the waterfall, which illuminates the entire enormous black rock cave. You grab your weapons when, suddenly, Arkeum-veined stones and glittering rubble start vibrating and rising up from the ground, and then begin floating in mid-air.

A Hurom, silently clinging to the rock with its strong claws, takes a ferocious leap toward you.

CONCLUSION

The last glittering fragments of Arkeum-rich rock fall to the ground along with the felled monster. You make your way through the cave and enter the tunnel. Huddled close together, you walk along the tunnels and bridges that weave their way toward the heart of the mountain.

"The Arkeum will guide us - can you also hear that sound?" whispers the Commander, leading the group.

Astonished, the Keeper looks at the Commander and follows her. On your skin, you feel only the icy air rising from the depths of the mining town. With the light of your torches, you can see

the massive staircases that connect the ancient buildings carved into the rock. Circular plazas and deep niches are still home to the statues that were carved from Arkeum by the Zarka people in the distant past.

Finally, you reach the heart of ancient Aurum: a large hall where all the bridges converge. The entire floor is covered with human remains. Skeletons that have been bleached by time, wearing armor with deep gashes at chest height. You ignore the floor littered with what remains of some ancient carnage because your attention has now been captured by the wall at the back of the great hall. Like the entire underground city, the hall has been carved out of the shiny, black Arkeum-veined rock, but the lodes of Arkeum are thicker here and gleam brighter, and all the veins appear to branch out from a single point in the center of the wall like the roots of an ancient tree, like the rays of the sun at dawn.

"It's like if it were the heart of the Goldarks," you comment among yourselves.

In front of the point where the veins spread out in all directions like rivers of gold, the ancients placed a throne, also made of Arkeum, which shines as if it had been polished for centuries by a thousand hands. On the backrest, you notice an inscription in an ancient language that reads: 'Ours is the power of the Indomitable.'

As you translate the inscription, the Commander, enraptured by something invisible to the rest of you, walks past and approaches the enormous wall. She grits her teeth and breathes slowly in an effort to calm her madly beating heart. She brings one hand close to the honey-colored metal and as soon as she touches it, for just an instant, you all see small sparks of glittering light illuminate her fingers, then her wrist and arm, until it spreads out under her skin. Filled with power, she takes a deep breath in, and the air around her begins to swirl. In the hall and along the tunnels, a gust of wind rises, which sweeps away the skeletons scattered on the ground. You huddle together to protect yourselves and when everything calms down, you notice the Commander looking confused and breathless. The Keeper runs to her and turns to her incredulously:

"You have the same power as they had!"

Quest rewards on page 111

20 CRYSTALLIZATION

Morkraas miniature

2x Rock

1x Cyricae

1x Beathanis

INTRODUCTION

You leave the great archway erected by the ancient Tecli behind and walk cautiously inside the tunnels, which look like great glass-veined snakes. The slight pearlescence given off by the crystals is the only light that illuminates your descent. Underfoot, the rock floor of the tunnel vibrates softly.

"It must be the echo of deeper tremors," says Nael, peering intently at you to check if you want to continue.

You nod decisively and tell him of the vision the Keeper had when he took the Felaxir blood.

"The Tecli prophetess meditated in these caves... Perhaps the crystals that grew on her skin were a sign of power...," Nael muses under his breath, before suddenly falling silent.

The ground at his feet rises like the undulating sea until the floor of rock and crystal rips open like a gaping wound and you all plummet helplessly into the depths below.

When you open your eyes again, you find yourselves trapped in a pile of rubble. The landslide has dropped you into an immense underground chamber that is so large you cannot see where it ends. You free yourselves and look around astonished. You disregard your injuries for the moment – they have barely started throbbing – because your eyes have locked onto a marvelous vision. The chamber is glowing with light. Soaring pillars of crystal rise from the floor and the ceiling is made of glass. The crystals seem to contain an infinite variety of colors that blend into one another, and every sharp edge seems to accumulate a gleaming radiance that emits a diffuse light throughout the entire chamber.

You can see that the light gets brighter toward the back of the chamber, but a densely packed line of sharp pillars bars your way. You confer with one another as to how best to demolish them, but once again you feel the ground beneath your feet giving way. The crystal-covered floor cracks like ice and swells up as if taking a deep breath. Shattered panes of crystal reveal scaly skin. The crystal pillars move on a curved back and scrape against the ceiling. You cover your eyes to defend yourselves from the rain of glass shards. Lastly, a monstrous face rises up from the ground, and the whole chamber trembles at the sound of its roar. An ancient creature has emerged from hibernation, and only you can prevent it from joining the chorus of bestial voices on Thyrea.

CONCLUSION

The roar that took your breath away has now been reduced to an increasingly faint, raspy wheeze. You approach the mammoth body, barely contained by the gigantic underground crystal hall. After clutching your weapons furiously during the fight, your hands now tremble: the tension of the battle has not yet dissipated. Nael fills a vial with the monster's blood.

"It must have been sleeping here for centuries. I am sure the Keeper will see something surprising," he says.

Beyond the monster's body, past the rubble, the large, unexplored hall awaits. As you walk past the corpse, your image is mirrored in the monster's reflective carapace, and out of the corner of your eye, you seem to catch sight of the shadow of a

dragon following your reflections. You reach out to touch it, but your touch obliterates the reflection like a stone thrown into a still pond muddies the waters.

Continuing into the hall, you walk among the crystals growing from the rock like a sharp, glittering garden until you reach the origin of the light you saw shining at the back of the chamber. A huge boulder has been planted in the center of an ancient crater. You have never seen anything like it: the boulder is as smooth as molten metal and it has lights and colors in constant motion playing across its surface. The crystals are growing out of the boulder like roots, and they expand outwards, plunging deep into the surrounding rock.

"It shines like a star in the sky! Look how the crystals are growing...We've found it!" exclaims Nael fascinated, "The heart of the Crystal Plateau."

At the base of the boulder, gemstones in an infinite variety of colors grow like new shoots on a plant, almost filling the entire crater. You take a handful, mesmerized by their colors.

"I see the sunrise when the sky fades from orange to blue... and the night, when the stars come together to form constellations...," says Nael, deep in thought. "The ancients were gifted the power of the sky... Do you think the blacksmith will know how to smelt a star in his forge?" Nael asks you quizzically.

Quest rewards on page 112

21 THE THRONE OF THE DRAGON

Hurom miniature

2x Rock

SPECIAL RULES

Arkeum tokens: This scenario uses Arkeum tokens. Keep these tokens near the board and use them when instructed by card abilities during the game. Arkeum tokens are explained in detail on page 97 of the *Rulebook*.

Special attrition cards: Take *Hurom's* special attrition cards and place them near the monster board. These cards are out of play until a card ability instructs you to interact with them. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

INTRODUCTION

The sun has not yet risen over the Goldarks. The trail you are following runs through the damp woods that cling to the black rock of the mountains. At this altitude, the low clouds creep through the pine trees, which are beaded with dewdrops like your armor.

"We will climb up one of the colossus statues situated on either side of the waterfall. We will approach it from the flank then walk through the falls in search of the entrance to Aurum," says Hedi, one of the seekers.

"We think that Aurum was the most important mining town in the Goldarks and that it was here that the Zarka people mined the Arkeum they used to build the wind harp at the Sanctuary of the Storm," Marh adds, addressing the Commander, who has accompanied you on the mission.

"It is important to remember that Hurom are attracted by the most substantial lodes of Arkeum and, therefore, to our destination. Everyone is to stay on high alert," the Commander tells you.

On the enormous mass of black rock, you search for secure handholds in the stone, and your hands grip onto the deep grooves etched into the rock by the claws of a Hurom. You plant your feet where the rock seems to have been rough-hewn in the shape of steps, now smoothed by centuries of rain and wind. They form a small staircase that starts at the shoulder of the colossus, continues up the rock wall, and winds along behind the waterfall.

You follow the steps, pass through the sheet of water, and find yourselves in a large cave behind the waterfall. There, the black rock of the Goldarks is crisscrossed by innumerable golden veins that all seem to plunge down into the tunnel at the back of the cave. You take a step toward the mouth of the tunnel and hear crunching under your feet from silver scales scattered on the ground. At that same moment, the sun rises over the mountains; its light filters through the waterfall, which illuminates the entire enormous black rock cave. You grab your weapons when, suddenly, Arkeum-veined stones and glittering rubble start vibrating and rising up from the ground, and then begin floating in mid-air.

A Hurom, silently clinging to the rock with its strong claws, takes a ferocious leap toward you.

CONCLUSION

The last floating pebbles of Arkeum-rich rock fall to the ground along with the felled monster. You make your way through the cave and enter the tunnel. Huddled close together, you walk along the tunnels and bridges that weave their way toward the heart of the mountain.

"The Arkeum will guide us, can't you feel it?" whispers the Commander, leading the group.

Unlike the battle at the sanctuary, when you felt like you had been filled with an inexhaustible force, now all you can feel is the icy air rising from the depths of the mining town. In the light of your torches, you can see the massive staircases that

connect the ancient buildings carved into the rock. Circular plazas and deep niches are still home to statues carved from Arkeum by the Zarka people in the distant past.

Finally, you reach the heart of ancient Aurum: a large hall where all the bridges converge, which is illuminated by an intense and unexpected light.

"The light is channeled into the heart of the mountain by tunnels that open to the outside world and have been lined with reflective Arkeum..." whispers Hedi, in admiration, but as soon as she takes a step, not paying attention to the path with her gaze turned upward, a pile of bones cracks under her feet.

The entire floor is covered with human remains. Skeletons that have been bleached by time, wearing armor with deep gashes at chest height. You ignore the floor littered with what remains of some ancient carnage because your attention has now been captured by the wall at the back of the great hall. Like the entire underground city, the hall has been carved out of the shiny, black Arkeum-veined rock, but the lodes of Arkeum are thicker here and gleam brighter, and all the veins appear to branch out from a single point in the center of the wall like the roots of an ancient tree, like the rays of the sun at dawn.

"So, this is where all the veins of Arkeum that run through the mountains originate?" Hedi asks Marh, who nods thoughtfully.

"It's as if it were the heart of the Goldarks."

In front of the point where the veins spread out in all directions like rivers of gold, the ancients placed a throne, also made of Arkeum, which shines as if it had been polished for centuries by a thousand hands.

"Did the Zarka people have a ruler?" the seekers mumble to each other, then exclaim, "There's an inscription here. It reads 'Ours is the power of the Indomitable,'" they translate.

The Commander, captivated by something you cannot see, walks past the seekers and the throne and approaches the immense wall. She grits her teeth and breathes slowly in an effort to calm her madly beating heart. She brings one hand close to the honey-colored metal and as soon as she touches it, for just an instant, you all see small sparks of glittering light illuminate her fingers, then her wrist and arm, until it spreads out under her skin. Filled with power, she takes a deep breath in and the air around her begins to swirl. In the hall and along the tunnels, a gust of wind rises, which sweeps away the skeletons scattered on the ground. You huddle together to protect yourselves and when everything calms down, you notice the Commander looking confused and breathless. Hedi runs to her and turns to her incredulously:

"You have the same power as they had!"

Quest rewards on page 112

22 BY THE CORALS' GLEAMING LIGHT

Korowon miniature

2x Water

1x Synaerea

1x Rock

2x Sand

1x Beathanis

1x Plateau

INTRODUCTION

The sun has just set, and you now find yourselves marching at The sun has just set, and you now find yourselves marching at nightfall through the Blue Delta region, heading toward the sea. In the sky, the moon appears unnaturally large and close, like the eye of some god watching you. Although the path is well-lit by the moonlight, you are nervous, and proceed with caution. Even Thoreg – usually very self-possessed – is twisting the laces of his armor with chapped hands.

For the past few days, Thyrea's monsters have been constantly on the hunt and the incessant echo of their roars fading into the depths of the jungle can be heard in the distance. All this tension must have been caused by the moon. The Seekers have no memory in their cards of a celestial event like this ever taking place in the past. A halo of light and cosmic dust surrounds the celestial body like an iridescent cloak. As you look out over the horizon, it appears as if the circle of murky light is repeating in the night sky, giving the illusion there are several minor satellite moons in the sky acting as an entourage to the real moon.

"Evanescent moons..." murmurs the Keeper, who is traveling with you, in a dreamy voice.

"The Commander told us that the moon gave you a vision," says one of the seekers.

"That's true," he replies, as you sink your feet into the damp, cold sand on the beach.

In front of you, instead of the expected mass of seawater, you see a nimbus of light rising from the seabed.

"I saw the Celestial Dragon. Whenever it appears in my visions, I get the feeling I am witnessing a revelation. I sense a truth in its eyes that I cannot interpret, and it is as if it already knows me... as if it knows everything that is happening," the Keeper tells you, his ankles immersed in the water of low tide.

The sea that once lapped the Blue Delta has retreated for miles, revealing what it had kept hidden beneath its waters: shining corals that illuminate the beach as much as the moon lights up the sky. You look at them in awe, when suddenly a patch of coral and sponges begins to move jerkily and the snap of two large claws echoes in the night. You grab your weapons as a Korowon sprints toward you, its sharp legs plunging into the sand like swords.

CONCLUSION

The Korowon's body lies in the sand like a shipwreck. In the moonlight, the blood on your armor sparkles like dripping silver. Just like before, you feel instinctively drawn to the patches of glowing corals and make your way closer to them. Light seems to flow continuously in and around the tentacles of corals and the twisting ribbons of seaweed. Each marine plant seems to gently reach toward the sky, as if it were receiving light and life from the moon itself. To you, it seems as if the light that flows in them like sap is the reflection of the colors of the stars, and it creates a golden haze that hovers over the entire beach as far as the eye can see. The sea and the stars seem to merge to form a tiny living universe before your eyes.

Immersed in this luminous dream, you listen to the Keeper's words:

"In the vision, the Celestial flew high in the sky, leaving behind a trail of stars in its wake that affixed themselves to the night sky. Then, it dove into the black sea and swam down to the darkest depths where the light could not reach. As it passed over the rocks under the sea, seaweed grew and coral with luminescent branches bloomed, which gave light to the depths of the ocean and the creatures that live there. The Dragon emerged from the water, shook its feathered wings, and contemplated its creation from high in the sky. It had brought light to every place in Thyrea," he tells you. "These corals did not exist before the Celestial," concludes the Keeper.

Entranced, you reach out to the corals and the halo of light that surrounds them warms your palms slightly. You lie in the shallow water and all your wounds begin to heal rather than stinging from the salt water. Imbued with a feeling of being in communion with nature and the cosmos, you allow the power of the corals to restore your body and soul, while, not far away, the Keeper closes his eyes to meditate. On this special night, the sky and the sea hold you in a sweet embrace of light.

Quest rewards on page 112

23 THE RED CORAL CAVE

SPECIAL RULES

Debility cards: Each player has a reserve of 4 Debility cards associated with their hunter (see the matching class icon on the card back).
Keep these cards close at hand and use them when instructed by card abilities over the course of the game.
Debility cards are explained in detail on page 96 of the *Rulebook*.

Orouxen miniature

1x Sand

1x Plateau

1x Rock

1x Beathanis

2x Water

1x Fog

1x Synaerea

INTRODUCTION

"My heart was pounding in my chest; I could hear the insatiable voice of the monsters that were hunting me. I was looking for a safe place, where I could release my power and finally join the sea," the Keeper is telling you while you walk along the foot of a cliff overlooking the southern sea.

It is twilight and the moon stands out as red as fire in the sky, surrounded by a dusty halo of light. You look up and the unnatural and violent appearance of the blood-stained sky unleashes a growing anger within you that feeds your desire to hold on.

Some luminous corals are growing all alone at the point where the waves break on the shore. The luminescent particles that flow in them like sap spread a faint glow around them. When you enter the cave, the Keeper nods because he recognizes the place.

"I reached the shore and entered right here, in this very cave. I could see my reflection on the salty seabed; I was wearing a mask that seemed to give me a tentacled mane. 'They won't take my power,' I whispered. I anxiously bit my lips until they bled," says the Keeper.

You see yourselves reflected on the surface of the shallow water and for a moment you struggle to recognize your faces, squeezed between the pauldrons and helmets with beastly shapes. You notice that a crevice at the back of the cave is emitting a soft glow that reflects off the shallow water. As you move in that direction, a thudding noise echoes through the cave, caused by massive paws moving toward you.

An enormous Orouxen appears at the mouth of the cave, spreads its thick flippers wide, and whips at the ground in front of it with its tail. In the shadows, the patches of seaweed growing on its body pulsate with bright light and the water around it begins to bubble. Hot, suffocating steam rises from the ground, as your cries blend with the monster's roar.

CONCLUSION

"Everything is different here now," says the Keeper, reading the disappointment on your faces after you have pushed through the crevice and entered a second large, but entirely empty, cave.

In the shallow water, your footsteps cause the bright green seaweed to sway gently as you pass. A luxuriant colony of corals, seaweed, and sea sponges climbs up the walls of the cave, still alive even though the water level has dropped, and full of luminous and iridescent sap.

You notice two thick lines of blood-red coral growing in the center of the cave wall, which intertwine with each other and then separate again into two distinct branches, forming a large cross.

"There is still something left – something from the past in your vision!", you say to the Keeper gesturing toward a point in the red coral.

Perfectly nestled between red coral and marine plants, you notice a mother-of-pearl mask with sinuous blue horns, like tentacles. Placed at that precise point, it looks like the face of a

stylized human body made of branches of red coral.

You approach the mask, suddenly very eager to take it with you back to the base. When you detach it from the wall, beneath the smooth mother-of-pearl, you find sponges and fleshy mollusks, which have made their home behind the mask for so long they have taken the shape of a human face. For a moment the Keeper seems perturbed but immediately regains his composure.

"We are at the mercy of events that defy our imagination. With the natural world now so chaotic and hostile, imagining we can see the familiar image of a human face is both reassuring and cruel at the same time..."

Quest rewards on page 113

24 THE TOMB OF THE KING

Dygorax miniature

2x Rock

1x Sand

2x Wildmaw

1x Beathanis

SPECIAL RULES

Dust tokens: This scenario uses dust tokens. Keep these tokens near the board and use them when instructed by card abilities during the game.
Dust tokens are explained in detail on page 95 of the *Rulebook*.

Hardening track: Set the hardening level to 0 by placing the corresponding marker in the ▼ space on the Hardening track.
The Hardening track is explained in detail on page 95 of the *Rulebook*.

INTRODUCTION

The Sunset Plains stretch endlessly before you. The great expanse of sand could easily make you lose all sense of distance and scale, were it not for the Red Peaks whose tops peer above the waves of the dusty sea. You get the feeling you are walking on the roof of a world that has been drowned in sand and buried by time.

"There was a tradition among the ancient Tecli involving Lithos roots," the Keeper, who has joined you on the mission, tells you. "These roots grew over graves, and the ancients believed that they fed on the knowledge the dead had gained in life. So once a year, Lithos were gathered and eaten so as to receive the wisdom of the ancestors."

You break your march to read the cards Thessa has handed you with descriptions of these roots. Standing in the desert, you feel even more exposed to the scorching heat and the creatures flying over the blazing sunset sky.

Dygorax is one of the rarest and most feared creatures in southern Thyrea. Its wingspan is said to exceed the width of an airship and its breath is as hot as the heart of Woltyar. It has been spotted in this very territory: you can feel its eyes searching for you in the ocean of sand.

When you reach the foothills of a massif, you see the gigantic trunk of a tree that looks hundreds of years old growing against the rock. Some of its roots have emerged from the ground, and its broken, dry, white branches reach awkwardly toward the burning sun. At the base of the enormous tree, you notice a wide patch of green, grey, and purple plants. They have a smooth, round appearance, like pebbles blending into the sand.

You do not manage to pick any of them because, suddenly, dust clouds gather above you, the wind scratches at your face, and a black shadow appears, hovering above your heads. You hear a roar, and a violent sandstorm begins to rage all around you. Trapped in its vortex like prey, all you can see are a Dygorax's eyes burning with fury.

CONCLUSION

Exhausted, you look around. The storm unleashed by the Dygorax has changed the very landscape all around you. The sand dune at the base of the red rock massif has receded like the tide, uncovering a crevice that runs deep underground. The ancient tree has been snapped in two by the raging wind, and its branches burnt by the monster's fiery breath. The Lithos growing among its roots, however, are still intact. You pick some, then, with great curiosity, rappel down into the depths of the crevice.

You land in a dark, winding tunnel that slowly widens into a large cavern. By the light of your torches, thick, milky-white pillars begin to glow. Arranged along either side of the passageway, they are slightly curved by time and embedded in the rock. They follow your path as you proceed down the tunnel, slowly tightening around you like the bars of a cage. When you reach the bottom, your lanterns illuminate a large whitish structure in the rock stretching before you with large

ivory fangs sprouting from it like the jaws of a colossal monster.

You suddenly look at your surroundings again, dazzled by the discovery: you realize you are inside a skeleton that has sunk into the earth, whose proportions make you dizzy for an instant. Now that you take a closer look, you recognize the large ribs of the chest you have been walking inside, curving back in on themselves to protect a heart that has long since ceased to beat, or even exist. Standing where you are, inside the empty skull of that incredible creature, you see the Keeper gazing with rapt attention at one of the large rib bones. All over the skeleton, there are natural bas-reliefs that look like the faces of wild beasts staring back at you inscrutably from their porous cavities.

"Life may be taken away, but memory is not something that can be so easily destroyed", the Keeper says, touching the bones.

"This is one of the Three Dragons: the Ancient!" he exclaims in shock. "I think I can still hear the echoes of its power".

"A power that today we wish to claim for humanity on Thyrea," you think aloud.

You touch the creature's bones with grave faces, but with new-found motivation. Even a Dragon can be killed.

Quest rewards on page 113

25 HEART ON FIRE

Kharja miniature

1x Cyricae

2x Rock

2x Wildmaw

SPECIAL RULES

Damaged sectors: In this scenario, players will be instructed to place damage tokens in specific sectors on the board to indicate they have been damaged. Damaged sectors have no inherent effect in the game, but some *Kharja's* card abilities will reference them.

INTRODUCTION

The alarm has sounded in all quarters, and as soon as you have received orders, you board the airship and later disembark at the edge of the Crimson Forest. After the eruptions in the past few days, Woltyar now sits quietly while a thick column of black smoke rises from its mouth. On the slopes of the volcano, however, the forest that covers it in a scarlet mantle has fallen prey to a fire that is advancing like a ravenous beast, devouring the ruby-red trees.

"The monsters have become volatile. This Kharja's behavior doesn't make any sense," Nael warned you before the mission, "... unless it is some animal instinct that even it cannot control."

On the horizon, the sky above the fire is tinged red. You bring the hollow of your elbows to your faces and squeeze your eyes closed tightly. The thick smoke carried on the wind makes your eyes water and its pungent aroma of burnt resin scratches your throats. As you proceed into the trees, the crackling sound of the fire as it furiously consumes the forest increases to a roar. Facing that inferno of flames, it now seems impossible to think that Thyrea could still be a home for humanity.

"It's the only place we have left," Nael told you, upon your departure.

On the forest floor, you notice a trail of burnt leaves, which have been charred where the beast placed its scorching feet, drawing a trail of black ash leading into the heart of the forest. On the front line of the fire, the wave of blistering heat bowls you over, and your armor begins to boil. The flames climb the bark of the trees like snakes and the foliage sways as if possessed by fire ghosts. Glowing ash swirls in the air and scratches at your skin. Tongues of fire leap toward you, clawing at the ground. With every leaping flame, the fire roars ravenously, with each jump, it reveals a leg, then an eye, then a shiny tusk, and with the last leap, the flames reveal the unbridled figure of a Kharja, crouched on the boiling ground. You have found it.

CONCLUSION

With the final blow, the wild pupils of the monster open wide and its body collapses to the ground in exhaustion. The veins of fiery blood that animated its flesh start to cool, like a red-hot blade that has been plunged into ice-cold water.

After a few moments, you notice the flames of the fire all around you are gradually dying down as they burn through the last of their fuel. The warm scent of incense spreads throughout the clearing, coming from the burnt trees that are still standing unperturbed. You approach them in amazement and with gloved hands scrape away the ash-covered bark on a tree trunk – instead of living wood, you find shiny black stone.

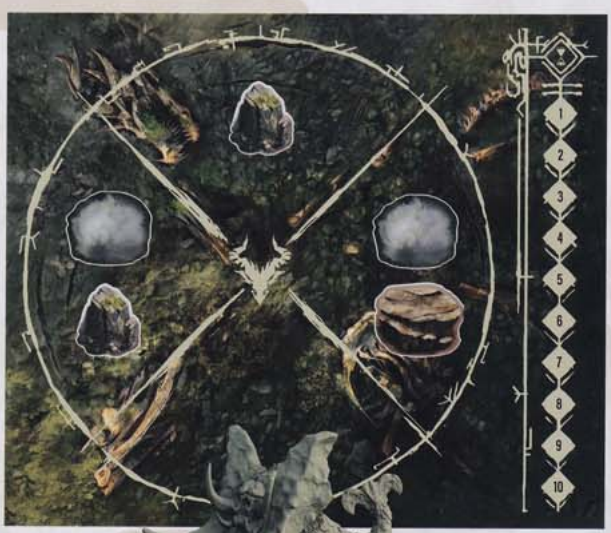
"They will know what to make of it at the forge," you exclaim, staring at the trees burned by the fire.

An unbearable thought is burrowing its way deeper and deeper into your minds every day. Despite all your courage, it seems like an impossible task to try to stop the course of events. The Awakening has already changed reality as you know it. The fire has been tamed, but it seems to you that the flames

continue to burn all around you. With your faces streaked grey from the ash, as if disguised as ghosts, you move through the forest of black glass that is preparing to be reborn.

Quest rewards on page 113

26 THE VOICE OF THE MOUNTAIN



Tarragua miniature

2x Rock

1x Plateau

2x Fog

SPECIAL RULES

Ice Expansion: If you have *"Glaciation"*, place 1 ice terrain in the rear sector.

INTRODUCTION

Central Command had begun extracting Arkeum from the Goldarks to exploit its properties, but the increasingly savage monsters in the area have extended the borders of their territories into the mining zone. Recently, they seem even more aggressive, busy feeding to strengthen themselves and fighting their rivals in bloody battles.

As you walk through the valleys in the Goldark Mountains, you can hear the spine-chilling cries of beasts being hunted in the distance and the triumphant roar of their predators. You listen to that beastly echo bouncing off the mountainsides until it seems as if the chaotic cries unite in a single, extremely high-pitched note that makes the air tremble all around you.

You follow the Tarragua's deep footprints on the dusty, black path and begin the chase, driven by the violent melody that resonates between the mountains. After the final bend in the path, you find yourselves in front of an extremely tall Arkeum sculpture built by the ancient Zarka people and embedded on top of an outcrop of black rock: a harp with metal strings and reeds played by the wind. This is where the notes that can be heard reverberating throughout the Goldark valleys are coming from.

At the foot of the wind harp, a gigantic Tarragua moves edgily. Its impenetrable skin, made of iron, is now covered in golden veins that shine in the sunlight. It scrapes the ground with its massive feet, lets out a petrifying scream, and charges toward you.

As it shakes its horned head in preparation to strike, the music from the wind harp rings out from the hilltop and vibrates in unison with your first strike.

CONCLUSION

When the Tarragua falls to the ground in defeat, you gather around its formidable body. For a few long moments, the wind dies down and stops blowing through the reeds on the Arkeum harp. Without the sinister music from the harp, you can no longer even hear the animalistic cries that bounced between one valley and another. Exhausted, you think back to the battle: the chorus of beastly voices in the harp music has awakened in you an enormous strength that you did not know you had.

In the silence of the mountains, you examine the Tarragua's skin: the Arkeum from the mine that the monster devoured shines in a myriad of veins running across its gray skin. The blacksmith will be able to extract it from its flesh and create something unique.

Quest rewards on page 114

27 THE ETERNAL FLAME

Vyraxen miniature

2x Cyricae

2x Rock

INTRODUCTION

You set foot once again on the terrain of the Crimson Forest and look around at what remains after the violent eruption of Woltyar and the fire unleashed by the Kharja. The obsidian heart of the trees in the forest has already been covered by a soft layer of new wood and red leaves are already sprouting on the few branches that remain intact. You are searching for the path that leads to the entrance to the tunnel as indicated by the Keeper. When Woltyar erupted, he had been meditating in front of the perpetual flame of the burning ember found in the Goldarks. In his vision, he saw an archway defended by two obsidian dragons and a trail of fires burning brightly to delineate the path running beyond the opening.

When you reach the archway that opens into the side of the volcano, the Keeper's vision becomes reality. The black glass dragons permit you to pass through, silently judging your strength. You walk on a gangway carved into the rock, and the air gradually gets hotter and hotter. At a crossroads, you turn into a tunnel that is decorated with reliefs depicting ancient myths. You arrive at a cave that is so large your torches are unable to cast light onto the ceiling. In front of you, you see a large doorway with the flickering glow of a flame behind it.

"There's fire through that door!" you exclaim.

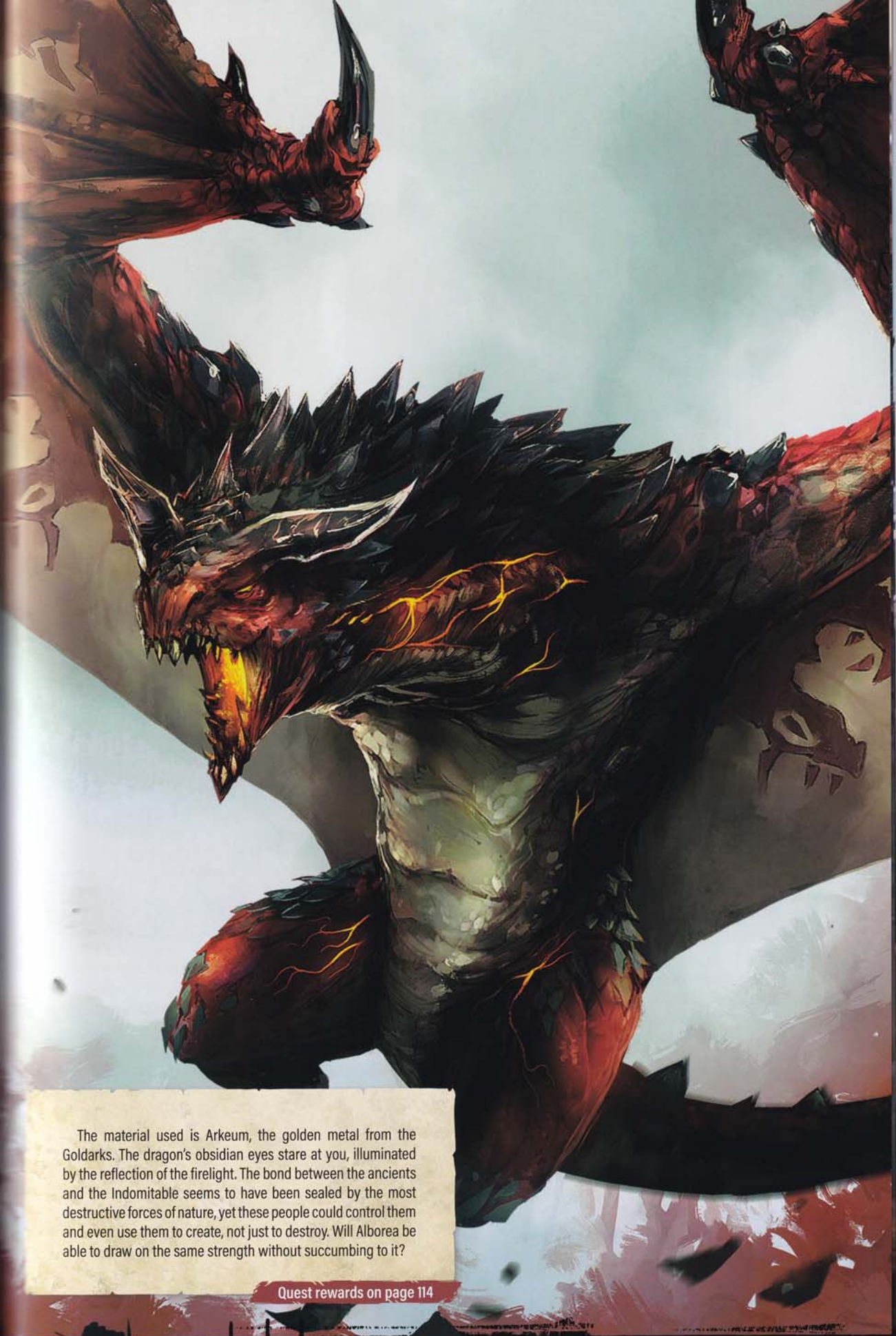
You try to move the doors and as soon as the high-pitched squeak of their hinges rings out in the chamber, you notice innumerable red eyes light up in the dark ceiling above you. A colony of small fire wyverns is awakened by the light filtering through the door and they screech in rage.

They drop down from their perches toward you, scratching and biting your armor, and then fly away in search of a new place to roost. When the last wyvern vanishes into the dark tunnels, the cave is filled with the unbearable sound of claws cutting through rock: with a roar, a Vyraxen lands in front of you. With your back turned to the half-open door, you feel a flash of heat coming from the room beyond and the same ardor ignites in your chests, as if the burning ember from the Zarka Temple were lodged between your ribs. The Vyraxen spreads its wings and roars with anger and fire as you charge toward it, weapons in hand.

CONCLUSION

You collect a sample of the monster's boiling blood and seal it in a vial to bring back to Alborea. Finally, you move the double doors of the large doorway, and the light in the hall beyond dazzles you. You look around in fascination. Other tunnels open up along the walls, while narrow streams of magma flow through the chamber in channels that have been cut into the rock over a thousand years ago. In front of you, at the back of the chamber, carved deep into the rock, the gigantic mouth and snout of a dragon open majestically. Its jaws seem to act as protection for some extremely tall, flickering flames. The worn-out tools that have been scattered on the ground beneath some bits of rubble confirm the feeling that the place was once a forge.

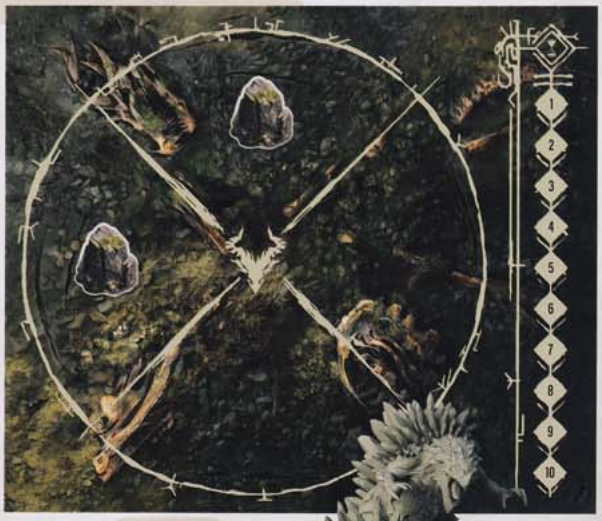
"We guard the breath of the Indomitable," you translate from the inscription on the lintel over the doorway.



The material used is Arkeum, the golden metal from the Goldarks. The dragon's obsidian eyes stare at you, illuminated by the reflection of the firelight. The bond between the ancients and the Indomitable seems to have been sealed by the most destructive forces of nature, yet these people could control them and even use them to create, not just to destroy. Will Alborea be able to draw on the same strength without succumbing to it?

Quest rewards on page 114

28 THE CRYSTAL MOUNTAIN



Morkraas miniature

2x Rock

SPECIAL RULES

Ice Expansion: If you have "*Glaciation*", place 1 ice terrain in each of the flank sectors.

INTRODUCTION

"In battle, there's no time for fear!"

Commander Reja draws her spear and raises it skyward, gathering the souls of all the hunters to her with all the strength in her body. Morale hangs on the thread of her voice as the reflection of death on the horizon becomes more menacing and well-defined in the monster's crystals. Morkraas, they call it: a mountain of flesh and crystal that is advancing with gaping jaws to swallow you whole. The yawning chasm of its open mouth is so big it could devour the entire squad in a single bite.

"You trust me, so I will not lie to you," the Commander shouts to the squads of hunters lined up on the white expanse of salt and crystal.

Her voice is drowned out by the tremors coming from the ground in the distance.

"What is coming our way is death itself," she points toward the Morkraas with the tip of her spear.

"It is coming for us!" she says, staring into your eyes, "but we, hunters, shall not flee! Even if we never return to Alborea, we will make sure that the beast will never be able to get there either."

You give yourselves over to anguish and adrenaline for a few long moments. You were never trained for this kind of battle.

Thoreg is the first to advance, taking a step toward death. He brings his horn to his lips and blows, filling the valley with the desperate roar of mankind.

"For Alborea!" the Commander shouts immediately.

This provokes a yell to ring out from the squads, followed by another, and another. The crystals all over the Morkraas's back turn bright red, and the battle begins.

In the first few attacks, the clash is chaotic and violent: none of you know how this enormous beast moves and you see your comrades get crushed by its brutality several times. Dareon stares at the bodies of the fallen and you hear him scream to get rid of his fatigue as he dives to avoid the monster's tail. Over and over it falls, like a giant mallet, smashing into the ground. You keep thinking to yourselves that you are not prepared for this type of confrontation. Ljonar helps some comrades by placing his shield between their bodies and the claws of death. It is at that very moment you spot Mirah launching into a slide under the monster's belly in the direction of its tail. Only a foolish, reckless, and unconventional gesture could irrationally revive hope.

"What do you think you are doing?!" Ljonar calls out to her worriedly, while coming under blows from the monster.

The archer leaps with determination and nimbly begins to climb over the mound of crystal. You stare at her, pierced by a rush of courage and, for a moment, you know that the battle is not yet lost. Thoreg turns and squeezes the hilt of his hammer tightly:

"Let's climb the mountain!"

CONCLUSION

At the end of the fight, you look around in bewildered detachment. In the heat of battle, nothing else existed except the monster, but now you try to regain consciousness of yourselves. You look your companions in the eyes and regroup to support one another. When the Commander reaches you, you beat your weapons together and howl at the sky to celebrate your victory and your lives. Your gaze lingers on the Salt Desert, which has been devastated by the destructive path of the monster. You look at the new silhouette of the landscape. The side of the plateau has been smashed to pieces where the Morkraas had awakened from its long hibernation. Shards of white stone rubble crack beneath your feet, and the ground is completely covered with crystal dust, which shines with light.

Reja's eyes trace a path along the full length of the Morkraas's colossal body, and she sees her own face reflected in the crystals on its back, her eyes still bloodshot. With a decisive blow from her Arkeum hand, she shatters a crystal that was broken off in battle. The crystal shards scatter in all directions and change color; fascinated, Reja gathers them up and distributes them to you all, as if they were small amulets.

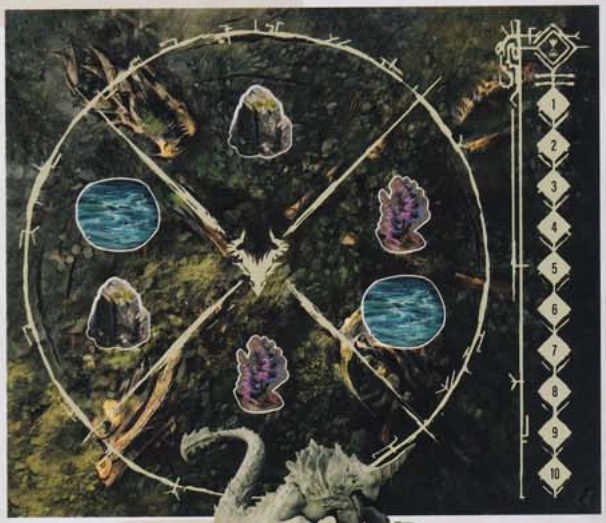
"We are still the masters of our own destiny," she tells you.

At that moment, you notice the mantle of stars above you. The gems you are holding in your hand, so slender and bright, are the same colors as the lights that fill the sky.

Later, from the deck of the airship en route back home, you look out over Alborea, safe again for the time being. For a moment, you try to remember what life was like before all this.

Quest rewards on page 115

29 THE ECHO CAVES



Jekoros miniature

2x Rock

2x Water

2x Cyricae

SPECIAL RULES

Charge track: Set the charge level to 0 by placing the corresponding marker in the space on the charge track. The charge track is explained in detail on page 95 of the *Rulebook*.

Special attrition cards: Remove all base attrition cards with an attrition value of 1 from the attrition deck, and add in *Jekoros'* special attrition cards instead. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

INTRODUCTION

No one loves the dark. It may be because of the stories told by nannies, the creeping silhouettes that move on the walls at night, or the monsters, real monsters, that lurk in the darkest abysses of the wilderness. There is something absolute in the experience of darkness, something primal and oppressive. Until today, however, none of you had ever truly known darkness.

The pathway is narrow between the two sides of the mountain: the Dragons' Path, as the Seekers called it, because of the sharp rocks that look like the claws of a monster, which seem to be stretching out to grab travelers from either side of the path.

Reja leads you at a steady pace, turning around every now and then as if to make sure the dragons' claws have not moved and are still firmly attached to the mountain. At the end of the path, the entrance to the cave is blocked by a gigantic boulder that came dislodged from the mountainside. It takes all your collective strength to move the rock. Then, you take a deep breath and walk noiselessly into the underworld.

You take just over a hundred steps into the caves and find yourselves wandering in a darkness that appears to be never-ending. Reja's lantern almost seems unable to penetrate the cloak of shadows that stagnates in this place, which has been consigned to oblivion by the world.

Light is the only thing that allows you to put any distance between yourselves and what is out there, which is other than you. Without it, you are one with the darkness. You feel so far away from the surface that you seem to be heading for the heart of the world. Your footsteps became uncertain, your breathing agitated. You hear loud beating sounds, rumbling like drums.

You think it is your heartbeat, then you see Reja quickly move the lantern as if seized by a sudden revelation. The light settles on the gaping jaws of a nameless, faceless monster.

CONCLUSION

Your nanny often frightened you with ancient legends about the darkness and the light, telling you tales of monstrous creatures from the inky depths underground.

"Jekoros... that's what she called them," you think, as you gingerly tend to your wounds after the fight.

How long has this monster been alive down here? What does it feed on? What weird ecosystem could possibly exist in this shadowy abyss? Full of questions and fascinated by the creature's unusual anatomy, you do not realize that the Commander is no longer with you.

As soon as you notice her absence, you quickly light a torch and start searching for her. You call out to her several times, overcoming your fear of attracting other creatures, but your voice seems to dissolve into nothing, absorbed by the impenetrable ocean of blackness surrounding you. You advance slowly and hesitantly, like a sailboat without wind.

As you descend deeper into the endless caves, you begin to hear a buzzing in the air: an incessant background noise that, just moments before, you were unable to make out. The echo of

a sibilant voice reaches your ears, as elusive as a siren's song, charged with a sudden emotion that overwhelms you and, at the same time, is difficult to comprehend.

If you had the hearing of a monster, you think to yourselves, you would be able to hear and understand the very whispers of the earth itself; if you had the eyes of a monster, you would be able to see beyond the black mist; and if you had its lungs, you would be able to run fast and find the Commander. If you had the strength not of one, but of all the monsters on Thyrea, you could put an end to this nightmare for mankind, and you could even reclaim and take possession of all the lands there, from the warmest and brightest to the coldest and darkest.

You feel your muscles contract, you clench your fists as you shake off these thoughts and continue holding your lanterns aloft. Suddenly, that voice recedes, overpowered by the roaring noise of earth shaking and rocks shattering. You call out for Reja again, loudly, and quicken your pace, dodging the shadows as if they were branches in a forest. Finally, you emerge into a large underground chamber where the echo of your calls expands and sounds weaker as it returns from further away. Two eyes as bright as lightning bolts are waiting for you a little further on.

As you get closer, the silhouette of Reja takes shape, standing on the edge of a cliff. There is something new and frightening about her. You look up, following the Commander's gaze, and your torches illuminate a gigantic tunnel in the rock. You can still see the claw marks left behind by the creature that furiously dug it out. The roar that sweeps across the earth envelops you and rocks the entire underworld.

The Commander finally addresses you in the dry, decisive tone of someone who has forever abandoned the darkness of the cave in which they used to live.

"Alborea is in danger. We must return immediately."

Quest rewards on page 115

30 THE VOICE OF THE STORM

Jekoros miniature

2x Rock

2x Water

1x Beathanis

SPECIAL RULES

Charge track: Set the charge level to 0 by placing the corresponding marker in the space on the charge track. The charge track is explained in detail on page 95 of the *Rulebook*.

Special attrition cards: Remove all base attrition cards with an attrition value of 1 from the attrition deck, and add in *Jekoros'* special attrition cards instead. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

Ice Expansion: If you have *"Glaciation"*, place 1 ice terrain in the rear sector.

INTRODUCTION

Massive purple clouds have been gathering on the horizon, atop the Dragon's Ridge Mountains. It is as if the entire valley has been plunged into a long, dark night. That unnatural darkness welcomes everything under its shadow. Gusts of wind howl and clouds roll over the mountains as if boiling, charged by the storm that is about to explode. As the first fork of lightning strikes and illuminates the valley, in the distance, you manage to make out a black shape detaching itself from the nocturnal gloom and advancing toward you. The ground trembles, the trees are sliced through and crash to the ground, and every thud reverberates in your throat.

Standing before you, you can just about discern a mound of razor-sharp scales silhouetted against the purple sky. You can clearly identify only three things: its darting tail, the pointed tip of which is giving off electrical sparks; its horn, which attracts fluorescent thunderbolts from the sky that rumble stridently in your heads; and its chest, above which its scales, as black as a nightmare, retreat to expose the slimy mass of its heart, bristling with bright white lightning bolts that fork in all directions.

The monster appears to you as the herald on earth of the chaos in the sky. Together with the buzz of lightning darting around its horn, you seem to be able to hear the voice of the storm, which is expanding, ready to descend upon you like an immense dragon swooping down on the world. You lick your lips, as if to taste the electricity in the air. You imagine letting the power held in the storm flow into your arms, and think about the moment you will rip that hideous slimy heart from the monster's chest.

On the horizon, the storm breaks on the mountains: the sky lights up with electricity and thunder booms rhythmically, pounding like the beating of a gigantic heart.

CONCLUSION

When the monster collapses to the ground close to death, with one final blow to the chest, you slice through its heart and tumble backward when the energy it held is set free and radiates outwards through the air.

As you get back up again, you stare at the storm raging on the horizon: a chaotic mass that has engulfed the Three Spears and the entire Dragon's Ridge mountain range. Blistering white lightning bolts shatter the rock and the roar of landslides mixes with thunder. The vibrant colors of the valleys and forests of the north have faded, almost disappeared. On Thyrea, the natural world and its creatures are out of control.

With another flash of lighting, the silhouette of a monster moving on the mountains appears. You cannot tell if the roar that follows is a roll of thunder or a bestial scream coming from the monster, which seems capable of making all Thyrea tremble.

Quest rewards on page 115

3

QUEST REWARDS AND EXPIRATION

1 The Memory of the Desert

Unlock the Horn Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 2x 2x

Plants: 2x 1x 1x 1x

If the current chapter is either Chapter 1 or 2, unlock Quest 4. Otherwise, unlock Quest 6.

Toramat blood vision

A black shadow spreads like ink over the red earth. The monsters take their first steps and move ravenously through the storm. The sky splits apart like a broken wing, and it howls furiously. The thunder becomes a single roar that makes the earth shakes. A quake reduces the mountains and the history they contain to rubble. The wind races between the sky and the earth stirring up waves of hot sand. Everything dries up and becomes a bleached skeleton of what it once was.

2 A Flight in the Storm

Unlock the Thunder Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 2x 1x 1x

Plants: 2x 1x 1x 1x

If the current chapter is either Chapter 1 or 2, unlock Quest 5.

Ozew blood vision

Two men, dressed in long black robes, peer at the dark clouds gathering in the sky. The sound of their voices is fragile and muffled by the din of thunder and the incoming thunderstorm.

"According to the Tecli prophecies, one day a storm will rise that will darken the sky and the stars, until it covers all of Thyrea," says one of the men. "One voice will dominate the others, and the dormant monsters will answer its call," he concludes gloomily.

"There is no need to fear, brother, not while the Indomitable controls these clouds," his companion replies, looking toward the sky.

3 The Roar of the Sea

Unlock the Coral Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 1x 2x 2x

Gain the achievement *"Calm the Sea"*.

Korowon blood vision

In the lagoon, coral trees grow to form a labyrinth of red paths through the turquoise water. A tall tower made of pearl guards the light that shines on the promontory. There are some houses as white as seashells nestled serenely behind the tower. The light from the tower illuminates the sea at its feet, which slowly retreats. The lagoon dries up, the corals turn gray, and the distant rumbling of a boiling sea gets stronger and stronger.

A wall of black water advances quickly and begins to assault the promontory. It bites at it, breaking off chunks of the headland, until the tower collapses. Powerful fins, claws, and sharp tusks can be seen moving in the water that flows voraciously into the houses. Thick, hungry tentacles emerge from the water and drag everything they find down into the abyss.

4 The Pack Leader

Unlock the Crystal Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 2x

Plants: 2x 1x 2x

Gain the achievement *"Secrets from the Past"*.

Felaxir blood vision

Hidden in the darkness of my cave, I close my eyes and see a starry sky. In the absolute blackness, the first points of light appear: the stars that show themselves only to those who can feel the world in the same way as the Celestial feels it.

These stars are brightly colored and move in a slow, orderly fashion. Between the overlapping skies from different eras and seasons, I strive to focus on shapes and patterns, in order to make out the great constellations that teach us how the wheel of time moves.

5 Claws of Silver

Unlock the Metal Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 2x 1x 1x

Plants: 2x 1x 1x 1x

Gain the achievements *"Arkeum Dust"* and *"The Goldarks People"*.

Unlock Reward card 1.

Hurom blood vision

On the top of a mountain, a man wrapped in a long cloak walks among his apprentices, who are seated in meditation. He guides them with his words: "The Voice of the Dragons echoes throughout nature. Find it; give it form: it crackles like lightning, boils like lava, and trembles like the earth. It is a profound emotion that stirs the depths of your souls."

The men and women listen in concentration to the man reciting a chant, while the sky above them begins to turn purple and fill with clouds.

The man continues: "Feel the coming storm, its movement, its unstoppable force. There is a feeling, an indomitable strength that you must find out there, as well as inside yourselves. With every peal of thunder, with every roar of the sky, get closer to that force so you will be able to understand it."

6 On the Hunt between the Two Deserts

Unlock the Crystal Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 1x 1x 2x 1x

Unlock Quest 14.

Unlock Reward card 2 (unlock both copies of this card).

Felaxir blood vision

"The eye of the Celestial allows us to glimpse the mysteries of the power," says the woman with star-like eyes and a body that seemed to be made of glass. "The power flows through everything that is alive on Thyrea. Its threads are interwoven with the depth of the sky, like shining constellations, for those who can see them. If we push our gaze through the deepest and most remote layers of the sky, to the limit of our power, we can see the stars that will pass through our future," she continues while closing her eyes.

"I ask those stars to reveal the destiny of the power to me, but the more I observe those distant skies, the more I recognize ancient constellations that are ready to return to the sky above us.

The stars are moving in circles, and so are we. I can no longer distinguish the end from the beginning," she concludes.

"Is the destiny we see inevitable?" one of us asks.

"The stars show us the truth, but our vision may be incomplete. It is for this very reason that we must never stop training our power," she replies with a smile, but a shadow of concern crosses her face before she turns around.

7 The Zarka Temple

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 1x 1x 1x 2x

Gain the achievements *"The Burning Ember"* and *"The Tome of Creatures"*.

Unlock Reward card 3.

Tarragua blood vision

Standing in the center of the hall is a statue of a mighty black dragon veined with gold. Its large chest has been hollowed out to house a brazier in which a single ember burns, enveloped in a lively flame that gives off sufficient light to illuminate every corner of the temple and emanates an embracing warmth. In the dim light of the room, men and women sit in focused meditation.

"The Indomitable's fiery breath burns before you. Listen to its Voice: what does it say to you?" whispers a woman walking among them.

Seated in contemplation, I perceive the flame's uncontrollable nature and destructive force. My chest swells and my heart becomes as inflamed as the ember in front of me. I feel joy in the face of the discovery of the power, and, at the same time, terror in the face of its immensity.

"Find your Voice," the woman implores, "and join the Echo of your brothers and sisters, which rises up to the Dragons!"

8 The Iron-Eater

Unlock the Metal Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 2x

Plants: 2x 1x 2x

Unlock Quest 16.

Tarragua blood vision

I look up. The storm is gathering in the sky. A man raises his arms and speaks to his apprentices in a loud, decisive tone that almost follows the rhythm of the thunder and harmonizes with the deep roar of the stormy night.

"This is the overwhelming force, the mystery of the Voice of the Dragons that echoes throughout the natural world."

He continues, while a flash of lightning illuminates the massive black clouds in a spectacle that terrifies me, illuminates me, and gives me pleasure, all at the same time.

"Sing your song, shout, and try to join that unstoppable, wild, and terrible feeling."

He opens his arms and I see sparks crackling on his hands, while the thunder above us makes us gasp.

"It is there, in that emotion, in that feeling of overwhelming power, that you will feel the full force of the power of the Indomitable."

9 The Cave of Stars

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 2x

Plants: 1x 1x 2x 1x

If not already unlocked, unlock Quest 15.

Orouxen blood vision

The master's footsteps fall silently on the sand. As he walks past, the only sound that can be heard comes from the large coral necklace clinking on his chest and his almost whispered words.

"Be amazed, because this sky could be empty, but instead it shines with stars that allow their light to fall down on us. The sky could be chaotic, but instead it reveals order and patiently unveils the laws of the cosmos to us. It could be far away, but it is actually close enough for us to be able to hear the Voice of the Dragon," the Krismari master says.

Above me, the celestial vault shows itself, as if it were waiting. I look at the stars, which only the bloodline of the Celestial can observe. Gradually, they light up in the empty blue space, like a dream getting clearer. In the voids that separate one point of light from another, I look for the future that is waiting to come to pass.

10 The Submerged Lands

Unlock the Coral Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 1x 1x

Plants: 1x 2x 2x

Unlock Reward card 4.

Orouxen blood vision

"It's hard to say what the sea is," the master tells his apprentices. "Before it was a wave, this water rose lightly into the sky; it was the rain that fell on the mountains and, finally, it was a river that flowed through the earth. Wherever I am on Thyrea, I am immersed in the water of the Celestial, which completes its cycle according to the laws of nature."

The master enters the sea, and we follow him.

"In its many forms, nature gradually changes; it connects us to the Dragon and allows us to express our Voice through the power," he says as he uses his hand to follow the movement of a wave clinging to our legs. The water heals our scars, which light up and no longer burn.

11 The City of Remembrance

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 2x 1x 1x 1x

Gain the achievement *"The Herbarium"*.

Unlock Quest 17.

Nightmare Expansion: If you have *"The Mushroom Forest"*, unlock Quest 32 instead of Quest 17.

Kharja blood vision

The mountain of fire challenges us to climb it. Every time our hands look for purchase, they find rock as sharp as glass. Every breath of hot air burns our lungs. Despite the blood we are shedding, our body is getting stronger. We cry out to the wind from exertion, and in response, the roar of the Indomitable resounds in our chests. A new energy flows through us: stones shatter at our touch, and the lava does not burn us.

We are flames that flicker in the wind without going out. We are exactly where we should be: we are at the peak, balanced on the steaming jaws of the volcano. Only those who accept the challenge of fire can commune with the strength of the Dragon.

12 Ancient Kaer Maga

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 2x 1x 1x 1x

Unlock Quest 18.

Venom Expansion: If you already have Quest 45 available, do not unlock Quest 18.

Dygorax blood vision

Step after step, I walk upon a carpet of flowers to reach the great primordial tree that dominates the Kaer Maga plain. Its green leaves are still dripping with dew. Some people beside me climb the steps, sit between the tree roots, and reach their hands toward its rough bark. I watch them as they enter a trance and begin their inner journey, using their fingers to follow the knots and grooves that intertwine along the trunk.

Others, on the other hand, have just returned to themselves. They blink open their eyes and head toward the great Halls of Remembrance carved into the red rock of the mountain.

Entering those sunset-colored rooms, I see women and men sinking their fingers into bowls of colored pigment and using their hands to paint what they have just seen using their powers on the walls.

Where do the civilizations of mankind, the great Dragons, and their power come from?

For centuries, it is here that the bloodline of the Ancient has preserved the memory of its people.

13 Queen Ozew

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 2x 1x 1x

Plants: 2x 2x 1x

Unlock Quest 19.

Gain the achievement *"The Three Spears"*.

Unlock Reward card 5.

Ozew blood vision

Suddenly, every creature is struck at the same time by the same instinct. A voice penetrates like an arrow through the heart, deeper than thunder and more powerful than lightning. It comes from the three peaks and its call is answered by the stormy sky. It pervades every living being and fuels a hunger that becomes insatiable: more strength, more power.

14 The Dragon with a Thousand Faces

If not already unlocked, unlock the Horn Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 2x

Plants: 2x 1x 1x 1x

Unlock Reward card 6.

Dygorax blood vision

The memory of the world takes shape on me and plows deep furrows through the flesh in the shape of human faces and monstrous figures. As I become aware of my body, it covers me in scales as green as trees and as white as sand.

The emotions of a thousand lives fill me, memories pass through me and then are released from my mouth. Like a breath, I see them imprinted on the rock.

I let the memory of life flow within me, and the secrets of the world hide under my stony skin. I feel the heart in my chest thumping with loud, slow beats. Swollen, it presses against my throat as I travel back in time. It is almost as if my own flesh is unable to contain it.

Those distant glances, which I learn to understand for the first time, reveal to me who I have become, what my place is, and what my role is. It is like being born a thousand times and dying a thousand times.

I am the guardian of all the forgotten voices, the eye of time, the root that holds the bloodline together.

15 Strange Crystals

If not already unlocked, unlock the Crystal Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 1x 1x 1x 1x 1x

If the current chapter is either Chapter 5, 6 or 7, unlock Quest 20.

Felaxir blood vision

Before me, the ball of light embedded in the rock shines like a star in the sky. I am afraid, but I don't feel like I am in danger. The dizzy sensation I am feeling is because of the beauty I see. I let the light pass through me and fill my irises. I am suspended in an infinite void, but I do not feel lost. I follow the Voice of the Celestial. I close my eyes and I can see the sky, the emptiness between the stars, and the order that moves the world.

I glimpse the shadow of what shall come to pass. I feel the warmth of the light spreading from my eyes to my face, down my neck, then down into my arms, and all over my body as if it is flowing through my veins. My power radiates throughout the cave. When the light dissolves, I open my eyes again and my body has changed: my skin is now covered with colored crystals, as thin as a veil, and filled with light and power.

16 The Sanctuary of the Storm

If not already unlocked, unlock the Thunder Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 2x 1x 1x

Plants: 1x 1x 2x 1x

Unlock Quest 21 and Reward card 5.

Nightmare Expansion: Gain the achievement *"A Debt to Be Paid".*

Ozew blood vision

At the top of the mountain, I can hear the cold wind howling. A man walks under the large structure made of Arkeum. He is wearing a black tunic with a pattern of long, white stripes down the sides. All around, statues with monstrous faces are staring at me imposingly. The largest seems to be enveloping the entire area with its expansive dragon wings. Above me, the sky rumbles and darkens.

The man begins to speak: "The great harps have been built to bring us the Voice of the Indomitable, which vibrates in the wind and carries the emotion of the storm. Here, today, you will begin your training."

He continues in the silence that precedes the storm above us: "Just as we hear the Voice of the Dragons, they hear the Echo of the power. This power unites us, all of us. One day when your Voice is strong, the emotion emanating from your power will enter the Echo and allow you to join the great chorus that reaches the Dragons."

17 A Flower in the Mist

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 2x 2x

Plants: 1x 1x 2x 1x

Unlock Reward card 7 (unlock both copies of this card).

Vyraxen blood vision

The sun has set, and night begins to fall.

"The march will be difficult even for the toughest among us. Who knows if the rumors we have heard are true and if the navigators of the north will really help us," one of us says, as he seals as many vials of potion as possible.

"I need more flowers, otherwise there won't be enough for everyone," exclaims the herbalist, while mixing herbs and water in a mortar.

Our fellow guards watch the sky on the horizon closely; we all still have the fire and anger of those monsters in our eyes.

"It is said that when we go, our power will vanish... Do you think the herbs will still have an effect on us?" someone asks our guide.

"We'll soon find out," he replies, then takes a large lantern out from beneath his cloak. Its pure light illuminates the group, huddled together to begin the journey toward the northern mountains.

18 The Halls of Remembrance

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 2x 2x

Plants: 1x 2x 1x 1x

Unlock Reward card 8.

Gain the achievement *"The Spear that Killed the Dragon"*.

Heartpiercer vision

When Emera and her seekers returned to Alborea, they delivered the ancient spear, renamed "The Heartpiercer," to the Commander. Reja placed it in the middle of the council room and called Noatar, the Keeper. The Keeper walks around it, raises a hand to touch it, and turns to Reja.

"That's why I called you. Do you feel ready?" she says to him.

He nods, grabs the spear and after a few moments his eyes turn white. He mumbles something imperceptible and then opens his mouth wide as if wanting to shout, but only silence emerges. His vision lasts a few seconds, but when he returns to consciousness, he is exhausted. Reja helps him lie down and listen as he wearily tells you about his vision.

"I was in the remote past, even more distant past than the ancient civilizations. I was inside a cave, where the air was still and heavy, and the walls were so high that I could not see the ceiling shrouded in darkness. I saw the carcasses of colossal creatures lying on the ground like trophies, their empty chests had been torn open. There was mold and wilted flowers on their curved horns, and their colorful skin was turning gray like fog. From the darkness in front of me, I could hear the raspy sound of a growl getting louder, which then exploded into a deep roar. A Dragon, thirsty for blood, was pinning down one of those creatures, which had just been captured and was still alive. It broke through the stricken creature's shell, ripped open its chest, and then tore out its still-beating heart. When it turned to me, I saw its fiery eyes shining fiercely in the dark, insatiable. It was the same as the Dragon painted in the Halls of Remembrance."

As soon as he finishes his story, Noatar faints and Reja stays there with him, unable to look away from the ancient weapon.

Toramat blood vision

Sitting in silence between the roots of the tree, I let my breathing slow down almost to a stop.

My fingers search the bark for traces of the past, faces of men, monsters, or primordial beings who walked upon this earth. Thyrea does not let go of anything, she remembers everything, and in her memory, everything lives forever.

In this spinning vortex of eternity, I perceive the Voice and the majestic presence of our Dragon. Just as the starry sky is for the Celestial, so the great primordial trees are the channel of power for the Ancient.

A feeling of humility and wonder envelops me as I move between the knots and tightly woven threads that make up the tapestry of the memories of the bloodline.

On my eyes, as white as a canvas, the drawings of a thousand faces and a thousand intertwined lives are imprinted. In this tapestry of memories, I feel that the end does not exist; in this tapestry, I am free.

19 The Throne Under the Mountain

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 2x

Plants: 1x 2x 1x 1x

Unlock Reward card 9.

Hurom blood vision

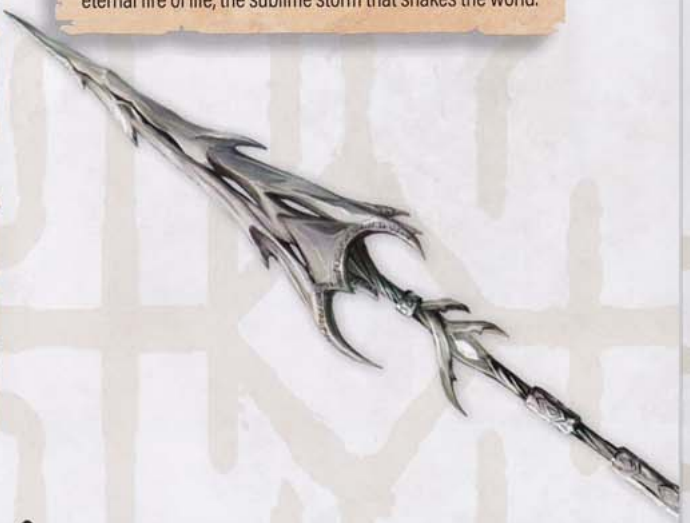
In me is the energy and strength of all Thyrea. It overwhelms me, as it becomes flesh and bones. I feel the power of thunder flowing through my veins, exploding and radiating from my heart throughout my entire body.

The rhythm of my breathing echoes in the cave, and, for the very first time, I feel the full emotion and driving force of life.

I bend over and my back breaks. In a flash of raw energy, I feel my body grow and my power spread. My power rises high into the sky and then back to the ground again, following the unstoppable discharge of lightning. I feel the energy pass through me and then discharge into the mountain, following the golden arteries of power in the rock.

I feel the emotion of a thousand voices come together in a single choir, a single melody that fills me.

I am the indomitable force that is in everything, the eternal fire of life, the sublime storm that shakes the world.



20 Crystallization

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 2x

Plants: 1x 1x 1x 2x

Unlock Reward cards 10, 11, 12, 13.

Gain the achievement *"The Dragon Star"*.

Morkraas blood vision

The woman with the crystal scepter raises her voice, which echoes in the cave.

"We are prisoners, and we think we are invincible. The desire for power is nothing but a trap: an unbreakable ring that forces us to walk the same path endlessly. It is a fate assigned to us, which is destined to repeat itself forever. We are trapped in the coils of the Ouroboros. The serpent feeds on the desire for power and this desire grows so strong that it ends up devouring itself. It regenerates itself in violence and is reborn as a monster. What do you desire: power or freedom?"

Fallen Star vision

I walk toward the horizon, where the mountains of ice reflect the light from the sky. Tiny snowflakes flutter in the cold air, and the night wraps me in a cloak of stars.

Below me, the water in the lake is motionless, as black as the depths of space. My power spreads out like a wave across its surface, and, as I look up, my gaze expands to include the dazzling colors of the sky and comes to rest on some stars I have never seen before.

My gaze penetrates the darkest layers of the sky where an infinite number of constellations reveal their shape and offer me their light. I take it between my fingers and drape it over my skin, which takes on the hues of sunrise and sunset. An explosion of colors fills the night, and a cloak of iridescent feathers grows to cover my entire body. My fingers stretch skyward and deform into slender, beautiful claws.

I take flight upwards and see a star break away from the celestial sphere and fall toward the ground: a gift to my bloodline. From above, I feel the power of the firmament and the depth of its mysteries opening up to my gaze. There is nothing hiding in the sky that I cannot illuminate.

I am the light of the star that gives light to life and the darkness of the night that makes it disappear; I am the cycle of seasons and time, the eye that observes the destiny of the world.

21 The Throne of the Dragon

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 2x

Plants: 1x 1x 2x 1x

Unlock Reward card 9.

Hurom blood vision

In me is the energy and strength of all Thyrea. It overwhelms me, as it becomes flesh and bones. I feel the power of thunder flowing through my veins, exploding and radiating from my heart throughout my entire body.

The rhythm of my breathing echoes in the cave, and, for the very first time, I feel the full emotion and driving force of life.

I bend over and my back breaks. In a flash of raw energy, I feel my body grow and my power spread. My power rises high into the sky and then back to the ground again, following the unstoppable discharge of lightning. I feel the energy pass through me and then discharge into the mountain, following the golden arteries of power in the rock.

I feel the emotion of a thousand voices come together in a single choir, a single melody that fills me.

I am the indomitable force that is in everything, the eternal fire of life, the sublime storm that shakes the world.

22 By the Corals' Gleaming Light

If not already unlocked, unlock the Coral Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 1x 2x 2x

Unlock Quest 23.

Unlock Reward card 14.

Korowon blood vision

At the top of the promontory, our hands are stretched out toward the waves crashing against the rocks. We move resolutely and use our fingers to guide the water to follow us. We lift the water out of the stormy sea. We move it above our heads, and we let it fall in a thousand rivulets into the quietest bay.

"Our world is founded on the power of the Three Dragons," says the master, shouting to be heard over the sound of the waves crashing against the rocks, which seem to follow the rhythmic beating of a drum.

"Their Voices harmonize in a melody that is echoed by nature. This water, which passes through your fingers,

contains the entire Voice of the Celestial," says the master.

"When you let your power flow, you also leave an imprint on it: your Voice joins the Voices of your brethren, the sea people, the tree people, and the people of the storm. United in a single melody, our Voices reach the Dragons like an echo that harmonizes with their powerful Voices," says the master, and with a decisive gesture, he splits the waves that stir the sea, calming it.

"We are all united in this Echo, like drops being mixed into a single sea."

23 The Red Coral Cave

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 1x 1x

Plants: 1x 2x 2x

Unlock Reward card 15.

Orouxen blood vision

A man swims through the black water of the ocean and enters a cave. There, he stops to listen to the lapping of the waves and murmurs something in a low voice, as if responding to the voices being carried on the wind.

He puts a mask on his face and rests both hands on the damp rock. A colony of luminous corals grows instantly and spreads all over the wall. Exhausted, the man collapses against the rock.

"The power has belonged to nature since the time of the Primordials... The Dragon took it for itself and we must return it," he whispers. "My power shall be dispersed through you. In the hopes that one day, no one will want to own it for themselves any longer, but merely to admire it."

The man closes his eyes, tightly embraced by the corals. The echo of his peaceful presence lingers in the cave, while on the surface, the angry roars of hungry monsters can be heard.

24 The Tomb of the King

If not already unlocked, unlock the Horn Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 2x

Plants: 1x 1x 1x 1x 1x

Gain the achievement *"The Bones of the Ancient"*.

Unlock Reward card 16 (unlock both copies of this card).

Dygorax blood vision

The power that still emanates from the body of the fallen Dragon makes the earth shake for miles. Its scent is irresistible: it creeps into the nostrils of the monsters throughout the region and rouses their instincts. The desire to possess that power triggers them to take action. With every stride, the creatures' steps get longer, and their skin hardens, as if baked by the sun. The horns on their heads grow sharp, ready to rip apart any opponents who try to pounce on the carcass. Finally, one of the beasts sinks its claws into the golden-green scales and drinks the still-warm blood.

At that moment, in the sky, the most powerful roar explodes over Thyrea. It vibrates with the same desire for power that has possessed every creature on the island, and which becomes an insatiable hunger and, finally, an uncontrollable instinct.

25 Heart on Fire

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 2x 1x 2x

Unlock Reward card 17.

If you have *"The Burning Ember"* unlock Quest 27.

Nightmare Expansion: If the current chapter is Chapter 8, unlock Quest 34 instead of Quest 27.

Kharja blood vision

We move in a circle to study each other. The air is overflowing with sparks raining down from the mouth of the volcano. It seems that Woltyar's breath is labored, just like ours, as we are engaged in the fight. I am retreating and I sink my foot into a mass of red lava: my blood warms up and my body springs into action, famished. I knock my opponent to the ground and sink my hand into his chest: the flesh separates and in the center of the red gash, the mangled mass of his heart still beats.
My hunger for power is not yet sated.

26 The Voice of the Mountain

If not already unlocked, unlock the Metal Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 2x

Plants: 1x 1x 1x 2x

Unlock Reward cards 18, 19, 20, 21.

Tarragua blood vision

"When the Indomitable was born in the halls of Aurum deep beneath the ground, lightning fell and struck the mountain," the man tells us as we enter his forge.

"It is said that energy moved through the rock like water in the sand. The raw Arkeum veins that run through these mountains are none other than a mark left behind by the first breath of the Indomitable. Its strength and its energy, in material form," he says, turning over a stone with golden veins in his hands.

"If we smelt it and shape it, even the smallest object made of Arkeum reacts with the power in our bloodline and releases the strength of the Dragon that generated it," he says as he shows us a chest full of golden rings.

"The more we liberate our power, the more power we can obtain!"

27 The Eternal Flame

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 2x 2x

Plants: 2x 1x 2x

Unlock Reward card 22.

Vyraxen blood vision

Between the jaws of the dragon carved into the rock burns the eternal fire, which illuminates the entire underground cavern. The blacksmith pulls a mass of molten metal out of the forge and begins to pour it on his stone table.

"The Indomitable has blown its power into Woltyar," he says, his gaze fixed on the glowing liquid metal. "Now that power is infused here," he says, as he sinks his fingers into the molten metal, pulls it out, stretches the metal into a thin filament, and begins to twist it around the hilt of a dagger, like a weaver with a string of wool.

"The descendants of the Indomitable fear neither flame nor lightning in the sky," he says, looking at me sideways.

"You have this power in your blood, but do you fully grasp what that means?" he offers me the glowing dagger and I wield it without hesitation.

"The closer you get to the Voice of the Indomitable, the more the object will reveal its power to you."

28 The Crystal Mountain

If not already unlocked, unlock the Crystal Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 2x

Plants: 1x 1x 1x 1x 1x

Unlock Reward cards 10, 11, 12, 13.

Morkraas blood vision

The whole cave is shining with light. The crystal pillars support a glass ceiling that seems alive with swirling colors and flashes of glittering, white light.

On the floor, made of rock and gems, the runaways' footsteps resound as they run toward a tunnel and disappear into the darkness within.

"I hope they manage to reach the navigators in the north," I think to myself, and fix my gaze straight ahead, ready to fight.

When I turn around and look toward the back of the hall, I see a mass of flesh and scales getting bigger and bigger. A hoarse breath, a bestial growl that increases until it explodes into a piercing cry. Under its heavy footsteps, the floor cracks, and the columns tremble.

It wants what belongs to me, it wants my power. But was it ever mine to begin with? Does it really belong to mankind?

Suddenly, I understand what I have to do: I kneel down, drop my scepter, and rest my hands on the crystal slabs under my feet. I release my power into the crystal and rock. Thick crystal blades begin to grow all around the monster, forming a cage. My power will be its prison. The crystal covers it like ice and immobilizes the beast, while beneath its feet, the rock splits open to swallow it into the darkness.

Drained, I collapse to the ground, and I can feel the shattered rock trembling.

I allow all my power to dissolve, while my soul shines within me like a star in the night sky.

29 The Echo Caves

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 1x 1x

Plants: 1x 1x 1x 1x 1x

If you have the *"The Voice of Woltyar"*, gain the achievement *"Ouroboros"*.

Jekoros blood vision

"There was a time when I would guide my students in their quest for the Voice of the Dragons. In it, they could feel the stirring of powerful emotions and we would live on those emotions, on that strength. But now... If I guided them in search of the Voice, it would lead them to be plunged into a bottomless pit. The Voice of the Indomitable has changed: it has a single emotion, a single note, and it has taken it from us. We fight against each other for power, in an inhumane way. Why do we always desire more? Is it the very nature of power itself that makes us greedy and always dissatisfied? Could things have gone differently?"

30 The Voice of the Storm

If not already unlocked, unlock the Thunder Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 2x 1x

Plants: 1x 1x 2x 1x

Jekoros blood vision

At the center of the circle, the master tells a tale in a slow, deep voice.

"Once upon a time, before even the Age of the Dragons, the Primordials dominated the wilderness. With their Voice, they sang of the stars in the sky and of life on earth. The entire history and destiny of the world was in their hearts. Then came the First Dragon. It had a voracious hunger such as had never before been felt. The Dragon devoured Thyrea, her deepest memories and mysteries. Since then, the creatures of the world began to eat one another. Their flesh became food, their blood power."

EXPIRATION

1 The Memory of the Desert

The squad of hunters sent to rescue Emera and her search party have not returned. Tensions are high and spreading between the captains in the garrison: Alborea continues to receive reports of attacks on every camp in the Sunset Plains and Salt Desert.

◆ **Unlock Quest 6.**

2 A Flight in the Storm

If the current chapter is Chapter 3:

News has arrived from the north: the missing seekers' airship has crashed in the woods in the Dragon's Ridge Mountains. Ceantral Command is mapping the area to pinpoint the exact location and send a rescue team.

◆ **Nightmare Expansion: Unlock Quest 31.**

If the current chapter is Chapter 4

There is no more hope for the expedition that went missing in the north: above the Dragon's Ridge Mountains, the Everlasting Storm, which has raged over the region since time immemorial, is becoming more and more intense and is preventing all airships sent to help from getting near the mountains.

3 The Roar of the Sea

The Riverlands are unrecognizable. No survivors have returned to Alborea, the region's outposts are lost, and the entire area is now submerged by the sea.

◆ **Unlock Quest 10.**

4 The Pack Leader

Emera and her team have not yet returned. There are reports that a Felaxir has destroyed the archaeologist's research base and has rounded up an angry pack.

◆ **Unlock Quest 6.**

5 Claws of Silver

Hurom have overrun the tunnels beneath the Goldarks. There seems to be no hope for Jasiver's group, which set out on a mission a few weeks ago. What has driven these monsters to invade the mountains?

7 The Zarka Temple

A large Tarragua has destroyed the temple spotted in the Goldark Mountains and it now roams the region dangerously.

◆ **Unlock Quest 26.**

8 The Iron-Eater

The research base established in the north was destroyed in an attack by a large, metal-skinned Tarragua that now roams the region dangerously.

◆ **Unlock Quest 26.**

9 The Cave of Stars

Another squad of hunters has ventured into the Riverlands and discovered a Krismari temple where sky-worshipping rituals were performed. They have reported a still-intact mosaic depicting a woman with a body made of waves, her clothes blending into the sea.

10 The Submerged Lands

The tide has receded due to an extraordinarily close and bright full moon. The seekers who departed on a mission to the area have recovered several Krismari artifacts, which attest to their connection with the sea and the stars in the sky.

11 The City of Remembrance

The place Nael found will forever remain a mystery: Woltyar is awakening and lava rising from the depths of the earth has engulfed the ancient ruins.

13 Queen Ozew

The Everlasting Storm on the Three Spears is growing larger and more powerful: the Swarm of Ozew has been swallowed up by its enormous mass of dark clouds, and no airship can hope of crossing it without being struck by the fury of its lightning.

15 Strange Crystals

One side of the Crystal Plateau has caved in: a colossal monster had lain in rest in its caves and its awakening has brought chaos and destruction to the region. The research base founded by Nael has been destroyed and the few surviving seekers describe the monster as a gigantic mountain covered in crystals.

20 Crystallization

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EPILOGUE

THE REBIRTH OF POWER

The Three Dragons of Alborea, as they were called by their people, were reborn after sharing the power of the Awakened Beast. Noatar, Nael, and Reja welcomed within themselves the deepest emotions of the Dragon bloodline, which had been lost for eons, as well as the powers and ancient forms of the Ancient, the Celestial, and the Indomitable. The rebirth of the Dragons marked the beginning of mankind's new domination over the lands of Thyrea.

From the beginning, their Voices were full of hope and the will to grow and develop. Their power shaped every aspect of nature on the island, which soon became an ideal place for Alborea and human civilization to thrive and prosper.

In a few years, the entire continent was colonized by the Alborean people, who built cities and magnificent places of worship in honor of the Dragons and the hunters who had conquered the power through their courage. After the demise of the Awakened Beast, the monsters that once lived on Thyrea were influenced and tamed by the Voices of the new Dragons. Some creatures are said to have gone extinct, to have fled the island, or been hunted and killed by humans.

Over time, the Alboreans began to train in the power, inspired by the song of the Three Dragons, just as the ancients had done

in the past. Some of them will eventually learn to control fire, others to read the mysteries of the sky or to observe the distant memories of their bloodline in the threads that make up the complex tapestry of the power. But with training alone, no one will ever come close to possessing the power the Dragons hold.

Ever since devouring the heart of the Beast, the Three have had to constantly deal with their desire for power. Even in human form, the Dragon is said to have left a profound mark on them, on their spirits and souls. For them, their bestial form is an indelible scar that binds them to a dark past.

Many have wondered what the Dragons have discovered through their power. It is thought that the Three have always hidden from mankind the darkest truths and secrets about the past, the origins of humanity, and the power of the Dragon.

From "The Chronicles of Alborea: The Awakening"
Unknown author

Congratulations!
You have successfully completed the campaign!

◆◇ **Read the Keeper's vision on page 124.**

THE DAWN OF MANKIND

With the killing of the Awakened Beast, a new era began on Thyrea. The island's monsters abandoned their frenzied instincts, which had been inspired by the Voice of the Dragon. With this lust for violence removed, it was as if they had forgotten their purpose. Some said these once wild monsters wandered alone for a long time through the lands of Thyrea, like simple animals guided by their basic survival instincts. Many creatures were thought to have retreated to the island's unexplored areas. According to others, they probably left Thyrea forever, or maybe they slowly died out completely.

For mankind, on the other hand, the Age of Harmony had begun. Thyrea finally became a hospitable and welcoming place, just as the Alboreans had always hoped it would be, long ago, when they first arrived on the island. Over time, several cities were founded, nestled in the continent's lush vegetation, sisters of Alborea. The civilization of mankind grew and developed with respect for nature, its gifts, and its need to maintain balance.

In the past, Thyrea was dominated by the pervasive, violent emotion of the Dragon, but with the beginning of the Age of Harmony, it finally returned to being free, its true self, as it was in the beginning, at the time of the Primordials. Just as it was back then, today the power is an unknowable mystery that belongs

to nature alone, and which inspires contemplation and research in man. The hunters abandoned their weapons and armor, now preserved as relics of Alborea's history. Many of them became the guardians of places that had experienced the violence of hunting in the past.

While the ancients once trained in the Voice of the Dragons, Alboreans today are dedicated to training the human voice. The Dragon's power was something that could be taken away, and it grew through possession and violence. By contrast, the human voice – that inner strength found in the soul of each of us – grows and multiplies with every experience of giving and sharing.

May the hunger for power be laid to rest, and long may the melody of Alborea resonate throughout the lands of Thyrea.

From "The Chronicles of Alborea: The Awakening".
Unknown author

Congratulations!
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Read the Keeper's vision on the next page.

The ancient forest all around me opens into a clearing, providing space enough to accommodate a stone sanctuary. I pass under a large arch and find myself in the inner courtyard, under the clear light of the stars. Stone slabs, arranged in a circle to form an enclosure, are engraved with the symbols of the Primordials' music. In front of me, the Nocturne, the Primordial of the night, appears. After some time, it slowly approaches, bends over me, and then stretches out its tapered claw in search of my chest. Its mouth curves gently upward, to imitate the smile on many human faces. Its gift is something that has never been tried before. By sharing its power with me, the Primordial dreams of discovering the Voice of mankind.

Inside, I burn with impatience and desire. I feel the sharp tip of its claw pierce my flesh but I do not feel any pain. The creature's claw sinks further into my chest until it touches my heart, and, at that moment, I am struck by a whirlwind of new sensations that I had never before even imagined. In an instant – I do not know how – I can perceive its thoughts and it can perceive mine. However, its expression changes: it is frightened by my desire, and in its thoughts, I read the risk I am taking.

"The power takes the form of what you truly are," it tells me, while, for the very first time, I feel the strength and majesty of the power within me.

Awakened blood vision

I immediately want more. Under my ecstatic gaze, my round features become sharper and the shape of my hand begins to change into something that had never been seen before. At the same time, a part of my being starts to tear away and gets thinner and thinner within me. The Nocturne stares at me wide-eyed and incredulous, but I do not stop. I smell the intoxicating scent of the power contained in its heart, right there, in front of me. With a sneer, I sink my sharp, scale-covered fingers into its chest. Not to give my power, but to take the creature's.

Slowly, as the hunger increases within me, I feel something leaving my being, like a memory that vanishes and suddenly becomes elusive. The spark of humanity, overwhelmed by this new desire for power, flees from my body and plunges into the inky obscurity that unites everything and devours everything.

At that moment, I, Noatar, suddenly feel in danger. The feeling that grips me is so vivid... I manage to resist it. I try with all my might to get out of the vision. As I leave, making my way through the interwoven threads of Thyrea's power, I can still see below me, getting smaller and smaller, the image of the Dragon devouring its first prey.

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